Tome of Beasts I

By Dillon, Harris, Garcia Carmona, and Baur
Developed by Steve Winter

Tome of Beasts II

Kobold Press

Credits

Designers: Dan Dillon, Chris Harris, Rodrigo Garcia Carmona, Wolfgang Baur

Backer Designers: William Ryan Carden, Christopher Carlson, Christopher Delvo, Matthew F. Dowd, Timothy Eagon, Robert Fairbanks, David Gibson, John Henzel, Michael Holland, Ben Iglauer, James Introcaso, Dan Layman-Kennedy, Christopher Lockey, Maximilian Maier, Richard Pratt, Ryan Shatford, Troy E. Taylor, Andrew Teheran, Jorge A. Torres, Darius Uknuis

Developer: Steve Winter

Editors: Dan Dillon, Peter Hogan, Wade Rockett, Wolfgang Baur

Playtest Coordinator (2016): Ben McFarland

Cover Artist: Marcel Mercado

Interior Artists: Darren Calvert, Ivan Lee Dixon, Micah Epstein, Frank Garza, Felipe Gaona, Josh Hass, Ambrose H. Hoilman, Michael Jaecks, Eoghan Kerrigan, Guido Kuip, Pat Loboyko, Shawncee McCoy, Dio Mahesa, Justin Mayhew, Marcel Mercado, Aaron Miller, Johnny Morrow, William O'Brien, Roberto Pitturru, Jason Rainville, Lance Red, Felipe Gaona Reydet, Kathryn Steele, Florian Stitz, Nakarin Sukontakorn, Kiki Moch Rizki, Ørjan Ruttenborg Svendsen, Byran Syme, Egil Thompson, Cory Trego-Erdner, Eva Widermann, and Keiran Yanner

2023 Edition

Designers: Daniel Kahn, Jeff Lee, Mike Welham

Developers: Jeff Lee, Meagan Maricle, Mike Welham

Editor: Meagan Maricle

Proofreader: Jeff Quick

Cover Artist: Craig J Spearing

Limited Edition Cover Artist: Addison Rankin

Graphic Designers: Marc Radle, Amber Seger

KOBOLD WARRENS

Publisher: Wolfgang Baur

Chief Operations Officer: T. Alexander Stangroom

Director of Digital Growth: Blaine McNutt

Art Director: Marc Radle

Art Department: Marc Radle, Amber Seger

Editorial Director: Thomas M. Reid

Editorial Department: Scott Gable, Meagan Maricle, Jeff Quick, Thomas M. Reid

Senior Game Designer: Celeste Conowitch

Marketing Director: Chelsea "Dot" Steverson

Community Manager: Zachery Newbill

Sales Manager: Kym Weiler

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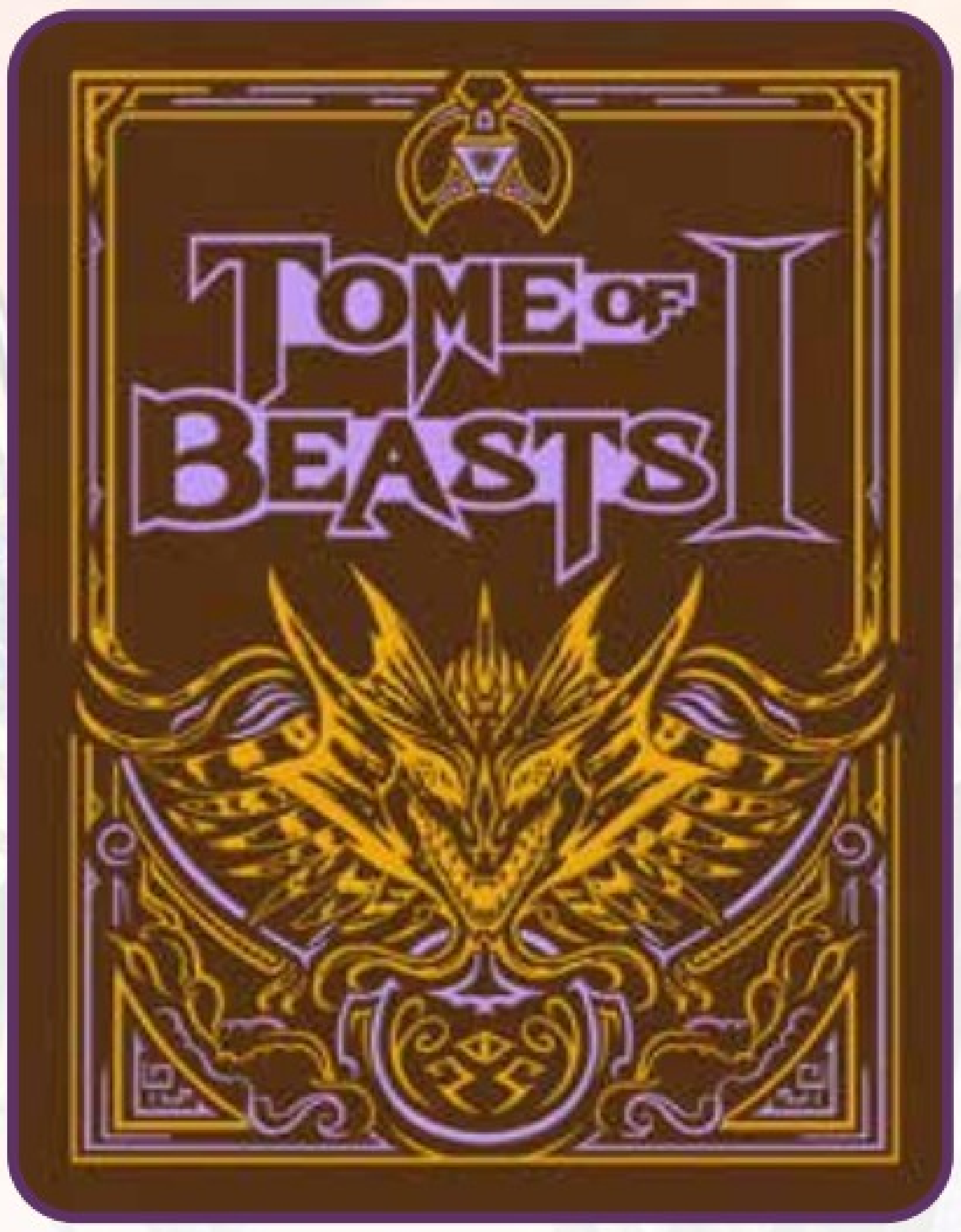

ON THE COVER
An adult wind dragon snaps at the tail and wings of a griffon, driving the smaller creature from its territory in this art by Craig Spearing.

ON THE LIMITED EDITION COVER
A wind dragon grins mischievously from among swirls of clouds in this art by Addison Rankin.

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Using this Book

Written primarily for game masters, this book features over 400 new creatures to use in your games. For players, this book features a handful of new familiars and beasts perfect for characters seeking companions or druids seeking new beasts for Wild Shape. If you are a player reading this book, be sure to check with your game master before selecting any of these creatures as familiars or companions or for Wild Shape.

To use the creatures in this book, you'll need the core rulebooks of the 5th edition of the world's greatest roleplaying game or the *System Reference Document 5.1*. Spell, disease, and magic item names that appear in *italics* without a page or book reference can be found in those rulebooks or in the *System Reference Document 5.1*. Some creatures in this book contain references to the Midgard Campaign Setting, but that setting isn't required to use the creatures in this book. The extra setting information exists simply to bring additional flavor or lore to the creatures.

ALIGNMENT AND CREATURE BEHAVIOR

Each creature in this book lists an alignment to provide a general guideline for that creature's typical behaviors, often based on its preferred prey or its most commonly observed interactions with other sentient creatures. A creature whose alignment is listed as "unaligned" is either created or controlled by another, such as a construct, or operates on more primal or instinctive behavior, such as a rat or tiger. Not every example of a particular creature exhibits behaviors consistent with the creature's listed alignment. If you want an evil valkyrie (see page 379) or a lawful kikimora (see page 243) in your world, go for it! Some of the best stories revolve around creatures who break the preconceptions surrounding them, and we encourage you to use the creatures in this book in whatever ways best fit your worlds and the stories you want to tell in them.

LANGUAGES

Several creatures in this book know or speak the Umbral or Void Speech languages, which can be substituted for other languages if these languages don't fit in your world.

Umbral. This is the language of the shadow fey and other denizens of planes of shadow and darkness. It is a corrupted dialect of Elvish, and those who speak it gain a +1 bonus to one Dexterity (Stealth) check each day. If Umbral isn't a language in your world, you can substitute Umbral with Elvish or Undercommon.

Void Speech. This is the language of the Outer Darkness in the Midgard Campaign Setting. It is spoken by vile things that are malevolent toward humanoids and their allies and by those who seek to bring about the ruinous apocalypse of the dark gods. If Void Speech isn't a language in your world, you can substitute Void Speech with any ancient language with an evil reputation or with Deep Speech.

TOUCH OF IRON

Several fey creatures in this book have resistance or immunity to attacks from weapons that aren't made with cold iron. This design choice comes from folklore, where cold-wrought iron was believed to be capable of repelling or harming fairies, ghosts, witches, and other supernatural creatures. In this book, lords and ladies of the fey courts are timeless creatures, inured to many of the world's threats—except weapons of cold-wrought iron. This metal undoes the very fabric of a fey creature's life as it blights their ageless flesh.

Cold Iron Weaponry. A cold iron weapon is treated as magical when used against any fey creature, and it is the only weapon with any hope of harming the most powerful fey lords and ladies. However, cold iron weapons are difficult to construct. The skill and material required to produce such a weapon doubles its price or adds 100 gp to the cost, whichever is more. Finding a smith with the skill to make a durable weapon without the aid of fire is always difficult—and finding one with the courage to anger the fey courts may be even harder.

Substitutions for Cold Iron. If cold iron doesn't exist in your world, you can substitute this resistance or immunity with silver or adamantine, whichever you feel is most appropriate for that creature in your world.

Refreshing a Classic

The world is full of monsters, and tabletop games teach us to face them—and defeat them. There's a huge satisfaction in cutting a giant down to size or sending a malevolent dragon into a final dive from the heights. But what happens when we run out of monsters and the fear of them leaves us? What happens when the everyday goblins and dragons of our early years become overly familiar? Well, if you are Kobold Press, that's precisely the time to dream up new monsters.

This new printing of our very first hardcover monster book for 5th Edition provides dungeon vermin and world-shaking villains, and it does so with a small refresh of these monsters and improvement of the volume as a whole. The wisdom of years of play shows we could tighten here and errata there. In some cases, our understanding of both monster rules and monster stats has evolved over time. It was time to address that.

This 2023 edition also adds significant new art to strengthen the look and feel of these creatures, and it corrects several early errors and omissions, including the omission of reference tables of the monsters by Terrain and by Type. The Kobold Press team has also made lore changes; a wyrmling version of the mithral dragon is now available, along with an ancient version of the cave dragon. Other new creatures include the planewatcher (see page 293), the vengeful spirit (see page 384), and a couple others for you to discover. To make the makeover complete, we included rules material, like each monster's proficiency bonus, and we streamlined rules and game mechanics to improve the playability of many creatures.

How did we find room in this compendium for new dragon stats, new tables, and new art? Well, several monsters are in-game gods or demi-gods, and they really don't belong here as dungeon foes (Boreas and Mammon, for instance). Others that we created in 2016 have since gotten rules and stats from Wizards of the Coast (the Zaratan and Titivullus, for instance). And some simply belong in a very particular world (for instance, the Emperor of the Ghouls is central to the Midgard setting). To avoid confusion, we dropped these creatures. Finally, a few monsters were simply not getting much play, and they have been released back into the wilds. In all cases, the changes strengthen an already powerful volume of monsters, cementing its status as a legendary reference book for 5th Edition games.

Thanks to the continued play of tens of thousands of tabletop gamers, *Tome of Beasts* is back—and fiercer than ever. So have at thee, beasts. This tome is ready to fuel great games and bring you true horrors and mayhem!

Wolfgang Baur

Kirkland, WA

December, 2022

Aboleth, Nihileth

Eons ago, a group of aboleth left the Material Plane to wander through distant planes—seeing them through magical scrying was not enough, so these aboleth used astral magic and bodily travel to see far beyond normal realms.

A Forgotten Tribe. As ages passed, memories of those who departed slowly faded from the minds of those aboleth who remained behind. Those few aboleth who did remember that long ago some of their kin had gone plane-wandering assumed that the wanderers died in distant hells or paradises.

Changed by Planar Wandering. The plane-wanderers hadn't died. Instead, their eons-long exposure to alien realms and the space between changed them, restructuring their life force, making them into something even more nightmarish—but better able to withstand both strange hells and golden realms of eldritch delight. They returned even more corrupt and powerful than when left, and these wandering nihileths returned to the mortal world intent on spreading the influence of the Void and the utter evil they found in the vast darkness between worlds.

Undead Servitors. Humanoids, giants, and monstrosities that succumb to the nihileth's disease transform into servitors for the twisted aboleths. Most humanoids transform into nihilethic zombies, while the larger giants and monstrosities transform into nihilethic dominators. While the creatures retain much of the general shape they had in life, these servitors have translucent and slimy skin, and are adept swimmers, able to function in water or on land in service to their nihileth masters.

A Nihileth's Lair

While aboleths create their lairs underwater, spending most of their time submerged, a nihileth can create a lair outside the water, often in a cave or a ruined, abandoned city. Nihileth lairs on land typically contain several pools of water and are often within at least 1 mile of a large body of water, as the nihileth's ability to fully function outside of water is limited.

Lair Actions

On initiative count 20 (losing initiative ties), the nihileth can take a lair action to cause one of the following effects; the nihileth can't use the same effect two rounds in a row:

- ***Open the Void.*** Up to three points in water the nihileth can see within 90 feet of it become conduits to the Void. Each creature within 10 feet of a point must succeed on a DC 15 Wisdom saving throw or take 7 (2d6) necrotic damage.
- ***Void Absorbance.*** The nihileth can pull the life force from nearby nihilethic zombies and dominators to replenish its own life. Nihilethic dominators and zombies within 30 feet of the nihileth take a total of 21 (6d6) psychic damage, divided evenly between them, and the nihileth regains hp equal to that amount. If a zombie or dominator is reduced to 0 hp from this damage, it is destroyed.
- ***Void Shuffle.*** The nihileth calls on the power of the Void within its lair to rearrange its servitors. The nihileth can teleport each nihilethic dominator and zombie it can see within 60 feet of it to an unoccupied space within 15 feet of the target's starting location.

REGIONAL EFFECTS

The region containing a nihileth's lair is corrupted by its presence, which creates one or more of the following effects:

- ***Befouled Water.*** Water sources within 1 mile of a nihileth's lair are not only supernaturally fouled but can spread the nihileth's disease. A creature that drinks such water must succeed on a DC 11 Constitution saving throw or become infected with the *nihilethic rot* disease (see the Nihilethic Rot trait).
- ***Thinned Veil.*** The veil between the Material Plane and the Void is thinner within 1 mile of the nihileth's lair. Beasts born or hatched in the area often have additional vestigial limbs, protoeyes, black or sludge-like blood, or similar signs of the corrupting influence of the Void.

NIHILETH

Large Undead, Chaotic Evil

Armor Class 17 (natural armor)

Hit Points 157 (21d10 + 42)

Speed 10 ft., swim 40 ft. (fly 40 ft. (hover) in Void ghost form)

STR	DEX	CON	INT	WIS	CHA
21 (+5)	9 (−1)	15 (+2)	18 (+4)	15 (+2)	18 (+4)

Saving Throws Con +6, Int +8, Wis +6

Skills History +12, Perception +10

Damage Resistances bludgeoning, piercing and slashing from nonmagical attacks

Damage Immunities cold, necrotic, poison

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, restrained

Senses darkvision 120 ft., passive Perception 20

Languages Void Speech, telepathy 120 ft.

Challenge 13 (10,000 XP) **Proficiency Bonus** +5

Ghostly Body (Void Ghost Form Only). The nihileth has resistance to acid, fire, lightning, and thunder damage, it has immunity to the prone condition, and it has immunity to bludgeoning, piercing, and slashing damage from nonmagical attacks. In addition, the nihileth can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Infecting Telepathy. If a creature communicates telepathically with the nihileth, or deals psychic damage to it, the creature must succeed on a DC 15 Wisdom saving throw or become infected with the *nihilethic rot* disease.

Nihilethic Rot. This disease takes 1 minute to manifest in an infected creature, during which time the disease can be removed with the *lesser restoration* spell. After 1 minute, the creature's flesh becomes slimy and translucent, and the disease can be cured only by the *heal* spell or similar magic. Until this disease is cured, the creature can't regain hp unless it is submerged in water, and it can breathe air and water. The creature must be submerged in water at least once every 2 hours to avoid suffocating, and if it is outside a body of water, it takes 7 (2d6) acid damage every 10 minutes, unless moisture is applied to its skin before 10 minutes have passed. If a Humanoid dies while infected with this disease, it rises 1 minute later as a nihilethic zombie under the nihileth's control. If a Large giant or monstrosity dies while infected with this disease, it rises 1 minute later as a nihilethic dominator under the nihileth's control.

Undead Fortitude. If damage reduces the nihileth to 0 hp, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the nihileth drops to 1 hp instead.

Undead Nature. The nihileth doesn't require air, food, drink, or sleep.

Void Aura. The nihileth is surrounded by a chilling cloud. A creature that isn't a construct or undead and that starts its turn within 5 feet of the nihileth must succeed on a DC 15 Constitution saving throw or its speed is halved until the start of its next turn. In addition, a creature infected with *nihilethic rot* takes 7 (2d6) cold damage when it starts its turn within this aura.

ACTIONS

Multiattack. The nihileth makes two Tentacle attacks and one Tail attack, or it makes three Withering Touch attacks.

Tail (Undead Form Only). *Melee Weapon Attack:* +10 to hit, reach 10 ft. one target. *Hit:* 15 (3d6 + 5) bludgeoning damage.

Tentacle (Undead Form Only). *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage, and the target must succeed on a DC 15 Constitution saving throw or contract the *nihilethic rot* disease (see the Nihilethic Rot trait).

Withering Touch (Void Ghost Form Only). *Melee Spell Attack:* +9 to hit, reach 10 ft., one creature. *Hit:* 14 (3d6 + 4) necrotic damage.

BONUS ACTIONS

Void Shape. The nihileth magically transforms into a dark purple, Void ghost form or back into its Undead form. Its statistics, other than its speed, resistances, and immunities, are the same in each form. Any equipment it is wearing or carrying changes with it. It reverts to its Undead form if it dies.

REACTIONS

Void Body. When the nihileth takes damage, it can reduce the damage to 0. Radiant damage can be reduced by only half.

LEGENDARY ACTIONS

The nihileth can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The nihileth regains spent legendary actions at the start of its turn.

Detect. The nihileth makes a Wisdom (Perception) check.

Tail Swipe. The nihileth makes one Tail attack.

Rotten Drain (Costs 2 Actions). One creature infected with the *nihilethic rot* disease within 30 feet of the nihileth takes 10 (3d6) psychic damage, and the nihileth regains hp equal to that amount.

NIHILETHIC ZOMBIE

Medium Undead, Neutral Evil

Armor Class 8

Hit Points 37 (5d8 + 15)

Speed 20 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	6 (−2)	16 (+3)	3 (−4)	6 (−2)	5 (−3)

Saving Throws Wis +0

Damage Immunities cold, necrotic, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 8

Languages understands Void Speech and the languages it knew in life but can't speak

Challenge 1 (200 XP) **Proficiency Bonus** +2

Ghostly Body (Void Ghost Form Only). The nihilethic zombie has resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks. In addition, the zombie can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Undead Fortitude. If damage reduces the nihilethic zombie to 0 hp, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hp instead.

Undead Nature. The nihilethic zombie doesn't require air, food, drink, or sleep.

ACTIONS

Slam (Undead Form Only). *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage plus 7 (2d6) necrotic damage.

Withering Touch (Void Ghost Form Only). *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 8 (2d6 + 1) necrotic damage.

BONUS ACTIONS

Void Shape. The nihilethic zombie magically transforms into a dark purple, Void ghost form or back into its Undead form. Its statistics, other than its speed and resistances, are the same in each form. Any equipment it is wearing or carrying changes with it. It reverts to its Undead form of it dies.

REACTIONS

Sacrifice Life. When the nihilethic zombie's controlling nihileth takes damage while within 30 feet of the zombie, the zombie can send its life force to the nihileth. The zombie's hp is reduced by up to the amount of damage the nihileth took, preventing that amount of damage to the nihileth. If this damage reduces the zombie to 0 hp, it is immediately destroyed. A nihileth can benefit from only one zombie's Sacrifice Life for each source of damage it takes.

Void Body. When the nihilethic zombie takes damage that isn't radiant, it can reduce the damage by 1d12.

NIHILETHIC DOMINATOR

Large Undead, Neutral Evil

Armor Class 13 (natural armor)

Hit Points 82 (11d8 + 33)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (−1)	16 (+3)	3 (−4)	6 (−2)	7 (−2)

Damage Immunities cold, necrotic, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 8

Languages understands Void Speech and the languages it knew in life but can't speak

Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Ghostly Body (Void Ghost Form Only). As the nihilethic zombie.

Undead Fortitude. As the nihilethic zombie.

Undead Nature. The nihilethic dominator doesn't require air, food, drink, or sleep.

ACTIONS

Multiattack. The nihilethic dominator makes three Claw attacks, or it makes two Tendril of the Void attacks.

Claw (Undead Form Only). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) slashing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

Tendril of the Void (Void Ghost Form Only). *Melee Weapon Attack:* +6 to hit, reach 10 ft., one creature. *Hit:* 7 (1d8 + 3) cold damage plus 7 (2d6) necrotic damage.

BONUS ACTIONS

Void Shape. As the nihilethic zombie.

REACTIONS

Void Body. As the nihilethic zombie.

Abominable Beauty

An otherworldly humanoid of such indescribable beauty, it pains anyone's eyes to gaze upon her.

Beauty that Destroys. An abominable beauty is so perfect that her gaze blinds, her voice is so melodious that no ears can withstand it, and her touch is so tantalizing that it burns like fire. In adolescence, this fey creature adopts features that meet the superficial ideals of the nearest humanoid population: long-legged elegance near elves, a stout figure with lustrous hair near dwarves, unscarred or emerald skin near goblins.

Jealous and Cruel. Abominable beauties are so consumed with being the most beautiful creature in the region that they invariably grow jealous and paranoid about potential rivals. Because such an abominable beauty cannot abide competition, she seeks to kill anyone whose beauty is compared to her own.

Male of the Species. Male abominable beauties are rare but even more jealous in their rages.

Abominable Beauty

Medium Fey, Neutral Evil

Armor Class 18 (natural armor)

Hit Points 187 (22d8 + 88)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	18 (+4)	18 (+4)	17 (+3)	16 (+3)	26 (+8)

Saving Throws Dex +8, Con +8, Cha +12

Skills Deception +12, Perception +7, Performance +12, Persuasion +12

Damage Immunities fire

Senses passive Perception 17

Languages Common, Draconic, Elvish, Sylvan

Challenge 11 (7,200 XP) **Proficiency Bonus** +4

Burning Touch. When the abominable beauty hits with a Slam attack, the Slam deals an extra 21 (6d6) fire damage (included in the attack). In addition, a creature that touches the abominable beauty or hits her with a melee weapon attack while within 5 feet of her takes 10 (3d6) fire damage.

Actions

Multiattack. The abominable beauty uses Blinding Gaze. She then makes two Slam attacks.

Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) damage plus 21 (6d6) fire damage.

Blinding Gaze. The abominable beauty fixes her gaze on a creature within 30 feet of her. If the target can see the beauty's eyes, the target must succeed on a DC 16 Charisma saving throw or be blinded for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful, the creature is immune to the abominable beauty's Blinding Gaze for the next 24 hours.

Deafening Voice (Recharge 5–6). The abominable beauty speaks a lilting incantation. Each creature within 30 feet of her and that can hear her voice must make a DC 16 Constitution saving throw. On a failure, a creature takes 31 (9d6) thunder damage and is deafened for 1 hour. On a success, a creature takes half the damage, isn't deafened, and is immune to the abominable beauty's Deafening Voice for the next 24 hours.

Accursed Defiler

A gaunt figure in a tattered black mantle shrouded in a cloud of whirling sand. Thin cracks run across its papyrus-dry skin and around its hollow, black eyes.

Cursed to Wander and Thirst. Accursed defilers are the remnants of an ancient tribe that desecrated a sacred oasis. For their crime, the wrathful spirits cursed the tribe to forever wander the wastes attempting to quench an insatiable thirst. Each defiler carries a parched sandstorm within its lungs and in the flowing sand in its veins. Wherever they roam, they leave only desiccated husks of their victims littering the sand.

Unceasing Hatred. The desperate or foolish sometimes try to speak with these ill-fated creatures in their archaic native tongue, to learn their secrets or to bargain for their services. But a defiler's heart is blackened with hate and despair, leaving room for naught but woe.

Servants to Great Evil. On rare occasions, accursed defilers serve evil high priests, fext, or soulsworn warlocks as bodyguards and zealous destroyers, eager to spread the withering desert's hand to new lands.

Accursed Defiler

Medium Undead, Neutral Evil

Armor Class 12

Hit Points 75 (10d8 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	17 (+3)	6 (−2)	15 (+2)	14 (+2)

Skills Perception +4, Stealth +4

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses darkvision 60 ft., passive Perception 14

Languages understands an ancient language but can't speak

Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Cursed Existence. When it drops to 0 hp in desert terrain, the accursed defiler's body disintegrates into sand and a parched breeze. However, unless it was killed in a hallowed location, with radiant damage, or by a creature under the effects of the *bless* spell, the accursed defiler reforms at the next sundown 1d100 miles away from where it died in a random direction.

Sand Shroud. A miniature sandstorm constantly whirls around the accursed defiler in a 10-foot radius. This area is lightly obscured to creatures other than the accursed defiler. Wisdom (Survival) checks made to follow tracks left by the accursed defiler or other creatures that were traveling in its sand shroud are made with disadvantage.

Undead Nature. The accursed defiler doesn't require air, food, drink, or sleep.

Actions

Multiattack. The accursed defiler makes two Slam attacks.

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 11 (2d6 + 4) bludgeoning damage. If the accursed defiler scores a critical hit, the target suffers one level of exhaustion.

Sandslash (Recharge 5–6). The accursed defiler intensifies the vortex of sand that surrounds it. Each creature within 10 feet of the accursed defiler must make a DC 14 Dexterity saving throw, taking 21 (6d6) slashing damage on a failed save, or half as much damage on a successful one.

Ala

Alas are born from galls that grow on treant trunks. Within this parasitic pocket, an ala sickens the treant and consumes its life force. When the treant dies, the ala is born in a black whirlwind.

Daughters of the Whirlwind. Alas have windblown hair and wear smoky black rags, but their true form is that of a whirlwind, which can always be seen by šestaci, those men and women with six digits on each hand. In flight or in battle, an ala takes on a form with the upper body of a hag and a whirling vortex of air in place of hips and legs. When an ala enters a house in human form, the whole building groans in protest, as if it had been struck by a powerful storm wind. Alas live in the hollows of trees that were struck by lightning. They are most active when thunder rocks the forest, and when they travel, hail or thunderstorms spawn around them.

Enormous Appetites. The huge-mouthed alas have voracious appetites. In the wild, they devour wolves, bears, and badgers. They prefer to hunt in settled areas, however, because they favor the taste of innocents above all else. Unsavory humanoids may beg an ala's favor (or divert its wrath) with gifts of bound captives.

Energized by Storms. In battle, an ala is constantly on the move, weaving between foes like the wind. It tears at its foes with claws and a poisonous bite, or throws wicked lightning bolts and hailstorms from afar. Woe betides the hero who confronts an ala while a storm rages overhead—such storms energize the ala and make its lightning stronger. Because alas wield lightning with such mastery, some sages associate them with the god of lightning.

Ala

Medium Fey, Chaotic Evil

Armor Class 17 (natural armor)

Hit Points 127 (15d8 + 60)

Speed 30 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	18 (+4)	10 (+0)	16 (+3)	8 (−1)

Skills Athletics +8, Perception +9, Stealth +6

Damage Immunities lightning, poison, thunder

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 19

Languages Common, Draconic

Challenge 8 (3,900 XP) **Proficiency Bonus** +3

Flyby. The ala doesn't provoke an opportunity attack when it flies out of an enemy's reach.

Poisonous Flesh. The ala's poison infuses its flesh. A creature that touches the ala or hits it with a melee attack while within 5 feet of it takes 7 (2d6) poison damage.

Storm's Strength. If the ala is outside and an electrical storm is within 1 mile of it, creatures have disadvantage on their saving throws against the ala's Lightning's Kiss.

Actions

Multiattack. The ala makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage plus 7 (2d6) poison damage.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) slashing damage plus 7 (2d6) poison damage.

Lightning's Kiss (Recharge 5–6). The ala launches a bolt of lightning at up to three targets it can see within 30 feet of it. Each target must make a DC 16 Dexterity saving throw, taking 28 (8d6) lightning damage on a failed save, or half as much damage on a successful one.

Algorith

Sometimes called folding angels, algoriths are lawful beings made from sheer force, pure math, and universal physical laws.

Creatures of Pure Reason. Algoriths are the border guards of the Conceptual Realms, warding subjective beings from the Realms of the Absolute. Eternal, remorseless, and unceasingly vigilant, they guard against the monstrosities that lurk in the multiverse's most obscure dimensions. They seek out and eliminate chaos even from the abodes of the gods.

Foes of Chaos. They visit mortal realms when chaos threatens to unravel a location or when the skeins of fate are tangled. On some occasions, an algorith will serve a god of Law or answer the summons of a skein witch (see page 328). Algoriths fight with conjured blades of force. They can also summon universal energy that deconstructs randomness, weakening enemies or reducing them to finely ordered crystalline dust.

Social but Mysterious. In groups, algoriths move and fight in silent coordination. Only tiny variations in the formulas etched into their skins identify one algorith from another. Five is a number of extreme importance to all algoriths, but few are willing (or able) to explain why to anyone who isn't an algorith. Algoriths may have castes, ranks, or commanders, but no mortal has decoded the mathematical blazons adorning their flesh. The algoriths themselves refuse to discuss these formulas with those who do not comprehend them.

Algorith

Medium Construct, Lawful Neutral

Armor Class 18 (natural armor)

Hit Points 153 (18d8 + 72)

Speed 40 ft., fly 40 ft

STR	DEX	CON	INT	WIS	CHA
21 (+5)	14 (+2)	19 (+4)	13 (+1)	16 (+3)	18 (+4)

Saving Throws Dex +6, Con +8, Wis +7, Cha +8

Skills Athletics +9, Insight +7, Investigation +5, Perception +7

Damage Resistances acid, cold, lightning

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 17

Languages Common, Celestial, Draconic, Infernal

Challenge 10 (5,900 XP) **Proficiency Bonus** +4

Construct Nature. The algorith doesn't require air, food, drink, or sleep.

Immutable Form. The algorith is immune to any spell or effect that would alter its form.

Actions

Multiattack. The algorith makes three Logic Razor attacks, or it makes two Logic Razor attacks and uses Spellcasting.

Logic Razor. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 21 (3d10 + 5) force damage.

Cone of Negation (Recharge 5–6). The algorith projects null energy in a 30-foot cone. Each creature in the area must make a DC 16 Dexterity saving throw. On a failure, a creature takes 33 (6d10) force damage and any spell of 4th level or lower on the creature ends, as if it had been the target of a *dispel magic* spell. On a success, a creature takes half the damage and spells on it don't end.

Reality Bomb (5/Day). The algorith summons and throws a tiny rune of law at a point it can see within 100 feet. The rune explodes on impact. Each creature within 30 feet of where the rune landed must make a DC 16 Dexterity saving throw. On a failure, a creature takes 27 (5d10) force damage and is stunned until the end of its next turn. On a success, a creature takes half the damage and isn't stunned.

Spellcasting. The algorith casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 16):

At will: *bless*, *detect magic*, *dimension door*, *dispel magic*

1/day each: *commune* (as an action), *wall of force*

Alseid

Alseids are the graceful woodland cousins to centaurs, with the slender upper body of an elf and the lower body of a deer. Because they are rarely seen far from the wooded glades they call home, they are sometimes called "grove nymphs," despite being more closely related to elves than nymphs.

Forest Guardians. Alseids see the forest as an individual and a friend. They are suspicious of outsiders who do not share this view. Lost travelers who demonstrate respect for the forest may spot a distant alseid's white tail; if they chase after it as it bounds away, the sympathetic alseid may lead it toward a road or trail that can carry them out of the forest. Disrespectful strangers may follow the same tail to their doom. Alseids have no compunction about slaughtering trespassers who burn or cut down their forest.

Antlers Show Status. Alseids have antlers growing from their foreheads. These antlers grow very slowly, branching every 10 years for the first century of life. Further points develop only with the blessing of the forest. No fourteen-point imperial alseids are known to exist, but many tribes are governed by princes with thirteen points. Because antlers signify status, alseids never use them in combat. Cutting an alseid's antlers entirely off or just removing points is a humiliating and grave punishment.

White-Tailed Wanderers. Alseids have a deep connection with forest magic of all kinds, and their leaders favor the druid and ranger classes.

Alseid

Medium Monstrosity, Chaotic Neutral

Armor Class 14 (leather armor)

Hit Points 33 (6d8 + 6)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	17 (+3)	12 (+1)	8 (−1)	16 (+3)	8 (−1)

Skills Nature +3, Perception +5, Stealth +5, Survival +5

Senses darkvision 60 ft., passive Perception 15

Languages Common, Elvish, Sylvan

Challenge 1/2 (100 XP) **Proficiency Bonus** +2

Woodfriend. When in a forest, the alseid leaves no tracks and automatically discerns true north.

Actions

Spear. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage, or 5 (1d8 + 1) piercing damage if used with two hands to make a melee attack.

Shortbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Variant: Alseid Grovekeeper

An alseid grovekeeper has a challenge rating of 2 (450 XP). Grovekeepers carry the wrath of their primordial home against those who threaten it. The grovekeeper speaks Druidic and has 49 (9d8 + 9) hp. In addition, it gains the following actions in place of the alseid's Spear and Shortbow:

Multiattack. The alseid makes two Thorned Staff or Thorn Bolt attacks. It can replace one attack with a use of Spellcasting.

Thorned Staff. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage plus 5 (2d4) piercing damage.

Thorn Bolt. *Ranged Weapon Attack:* +5 to hit, range 120 ft., one target. *Hit:* 8 (2d4 + 3) piercing damage.

Spellcasting. The grovekeeper casts one of the following spells, using Wisdom as the spellcasting ability (spell save DC 13):

At will: *animal friendship*, *animal messenger*, *druidcraft*

1/day each: *cure wounds*, *faerie fire*, *lesser restoration*

Amphiptere

A flight of gold-crested, bat-winged serpents bursts from the foliage.

Tiny Wyverns. An amphiptere has batlike wings and a stinger similar to a wyvern's at the end of its tail. Their reptilian bodies are scaly, but their wings sprout greenish-yellow feathers.

Swooping and Swift. They are surprisingly maneuverable in spite of their size, able to change direction suddenly and make deadly hit-and-run strikes. They swoop in and out of combat, snapping at targets with their needlelike teeth and striking with their envenomed stingers. Once a foe is poisoned and injured, they hover closer in a tightly packed, flapping mass of fangs, battering wings, and jabbing stingers.

Strength in Flocks. Despite their fighting ability, amphipteres are not particularly brave. Most often, they lurk in small flocks in dense foliage, where they can burst forth in a flurry of wings when prey comes within view. They display surprising cunning and tenacity in large groups; they may harass foes for minutes or hours before closing in for the kill.

Amphiptere

Medium Beast, Unaligned

Armor Class 15 (natural armor)

Hit Points 60 (8d8 + 24)

Speed 20 ft., climb 20 ft., fly 60 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	17 (+3)	2 (−4)	16 (+3)	6 (−2)

Skills Perception +5

Senses blindsight 10 ft., passive Perception 15

Languages —

Challenge 3 (700 XP) **Proficiency Bonus** +2

Flyby. The amphiptere doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Swarming. Up to two amphipteres can share the same space at the same time. The amphiptere has advantage on melee attack rolls if it is sharing its space with another amphiptere that isn't incapacitated.

Actions

Multiattack. The amphiptere makes one Bite attack and one Stinger attack.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 7 (1d6 + 4) piercing damage.

Stinger. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 7 (1d6 + 4) piercing damage plus 10 (3d6) poison damage, and the target must succeed on a DC 13 Constitution saving throw or be poisoned for 1 hour.

Angatra

The withered creature wrapped in gore-stained rags pulls back a tattered hood to reveal glowing eyes hungry with bloodlust.

In certain tribes, the breaking of local taboos invites terrible retribution from ancestral spirits, especially if the transgressor was a tribal leader or elder. The transgressor is cursed and cast out from the tribe, then it is hunted and executed.

Bound Remains Entombed. The body is wrapped head to toe in lamba cloth to soothe the spirit and to bind it within the mortal husk, then sealed in a tomb far from traditional burial grounds so none may disturb it and its unclean spirit does not taint the blessed dead.

Slow Ritual Cleansing. Each such body is visited every ten years as the tribe performs the famadihana ritual, replacing the lamba bindings and soothing the suffering of the ancestors. Over generations, this ritual expiates their guilt, until at last the once-accursed ancestor is admitted through the gates of the afterlife. If a spirit's descendants abandon their task, or if the sealed tomb is violated, the accursed soul becomes an angatra.

Angry Spirit. The creature's form becomes animated by a powerful and malicious ancestor spirit, undergoing a horrible metamorphosis within its decaying cocoon. Its fingernails grow into scabrous claws, its skin becomes hard and leathery, and its withered form is imbued with unnatural speed and agility. Within days, the angatra gathers strength and tears its bindings into rags. It seeks out its descendants to share the torment and wrath it endured while its spirit lingered.

Angatra

Medium Undead, Neutral Evil

Armor Class 17 (natural armor)

Hit Points 85 (10d8 + 40)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	20 (+5)	18 (+4)	8 (−1)	12 (+1)	15 (+2)

Skills Perception +4, Stealth +8

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses darkvision 60 ft., passive Perception 14

Languages the languages it knew in life

Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Agonizing Gaze. When a creature that can see the angatra's eyes starts its turn within 30 feet of the angatra, the angatra can force it to make a DC 13 Charisma saving throw if the angatra isn't incapacitated and can see the creature. On a failed saving throw, the creature's pain threshold lowers, and it becomes vulnerable to all damage types until the end of its next turn.

Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it can't see the angatra until the start of its next turn, when it can avert its eyes again. If the creature looks at the angatra in the meantime, it must immediately make the save.

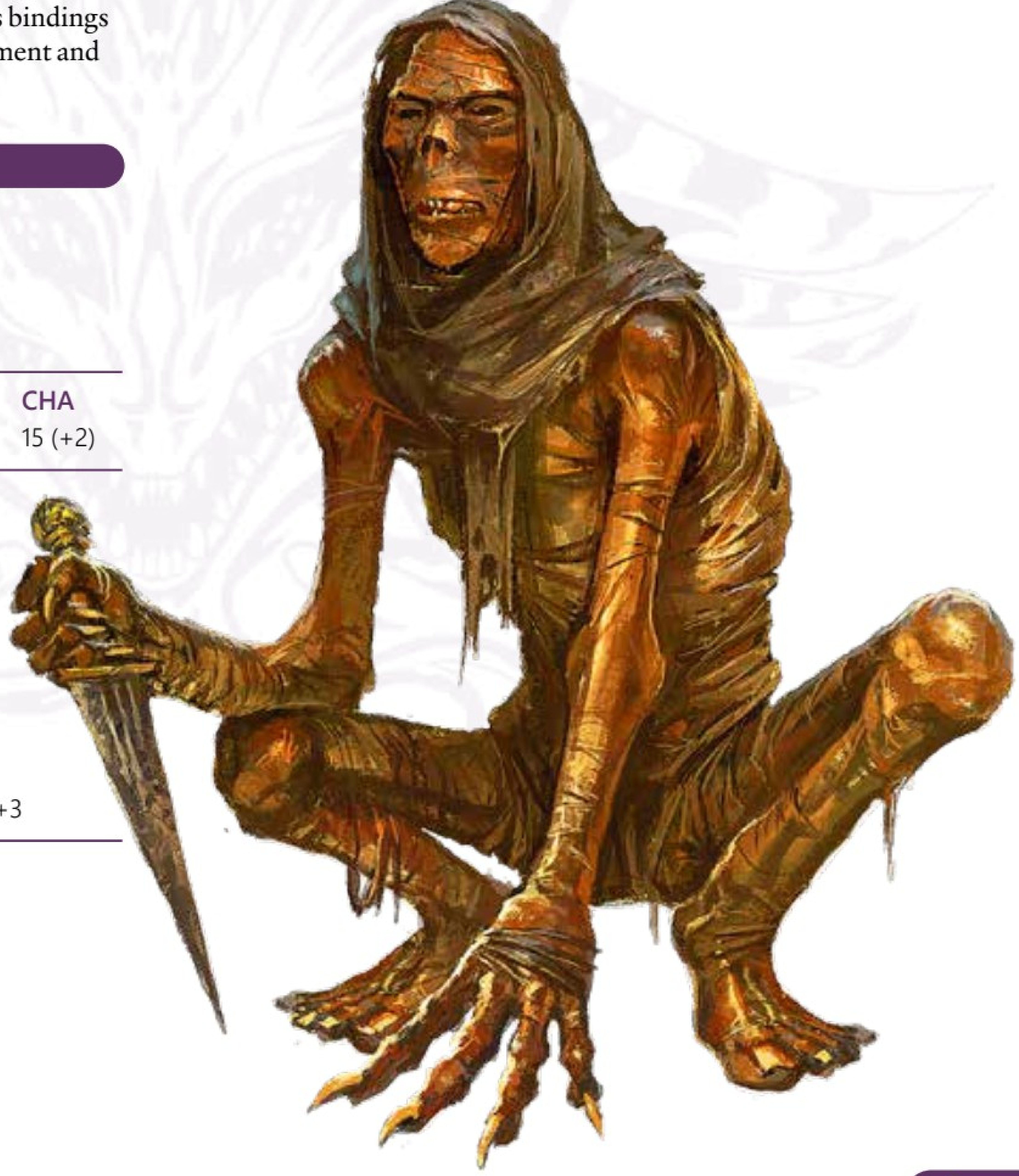
Ancestral Wrath. The angatra immediately recognizes any individual descended from its tribe. It has advantage on attack rolls against such creatures, and those creatures have disadvantage on saving throws against the angatra's traits and attacks.

Undead Nature. The angatra doesn't require air, food, drink, or sleep.

Actions

Multiattack. The angatra makes two Claw attacks.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 14 (2d8 + 5) piercing damage, and the creature must succeed on a DC 15 Constitution saving throw or be paralyzed by pain until the end of its next turn.

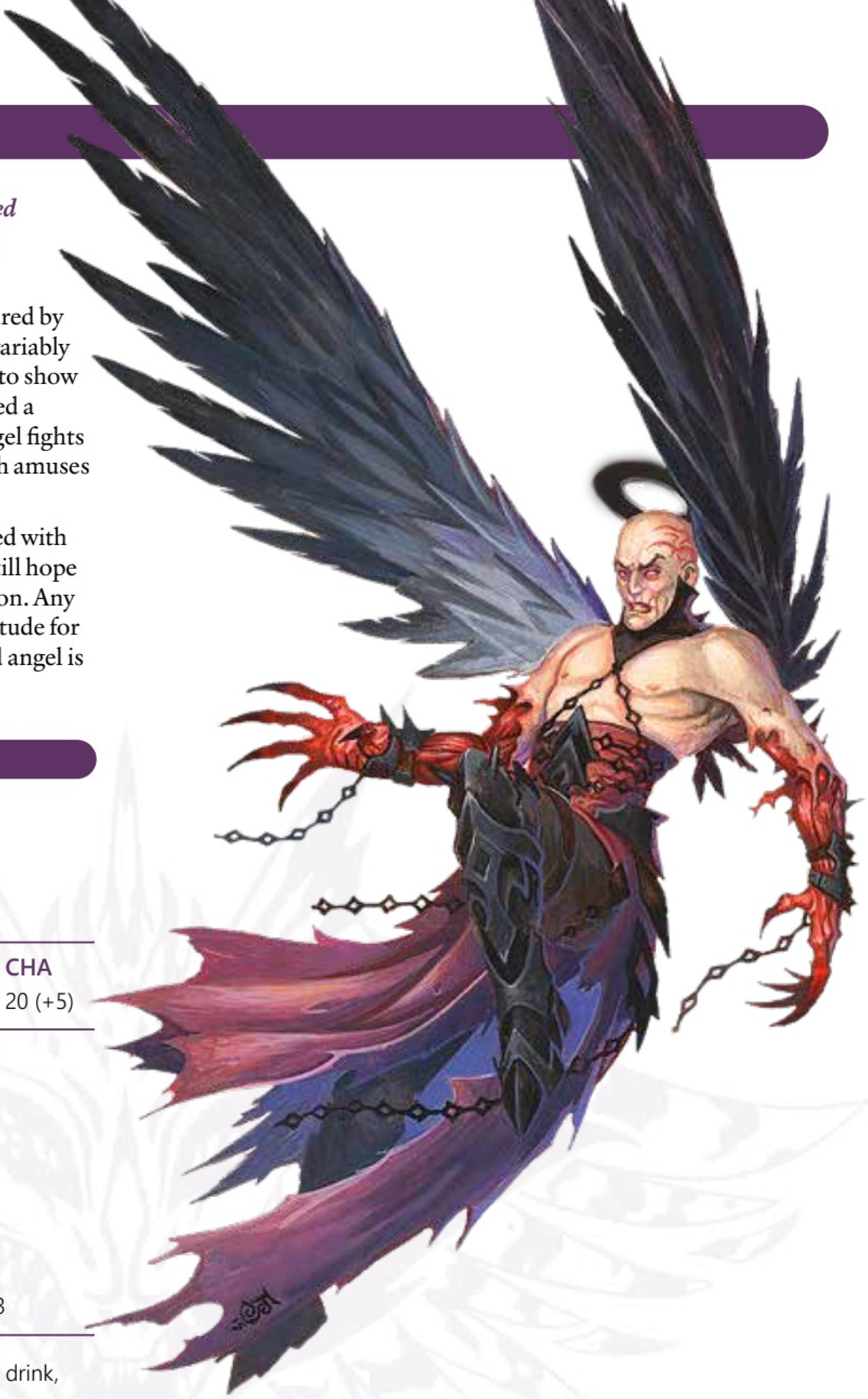


Angel, Chained

The angel's dark halo, flayed skin, and soulless, rage-filled eyes hint at the horrors it endured to end up shackled at the feet of the demon.

Broken and Chained. These angels have been captured by fiends, tortured, and turned to serve darkness. They invariably wear chains, shackles, barbed flesh hooks, or manacles to show their captive state. A pack of chained angels is considered a status symbol among the servants of evil. A chained angel fights for the forces of evil as long as it remains chained, which amuses demons and devils greatly.

Chance at Redemption. While their souls are tainted with the blood of innocents, in their hearts chained angels still hope to be redeemed, or at least to gain the solace of extinction. Any creature that kills a chained angel receives a gift of gratitude for the release of death. If it cannot be redeemed, a chained angel is a storm of destruction.



Chained Angel

Medium Celestial, Neutral Evil

Armor Class 16 (natural armor)

Hit Points 121 (22d8 + 22)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	12 (+1)	12 (+1)	18 (+4)	20 (+5)

Saving Throws Dex +6, Wis+7, Cha +8

Skills Perception +7

Damage Resistances piercing

Damage Immunities fire, radiant

Condition Immunities charmed, exhaustion

Senses darkvision 200 ft., passive Perception 17

Languages Celestial, Common, Infernal, telepathy 120 ft.

Challenge 8 (3,900 XP) **Proficiency Bonus** +3

Immortal Nature. The chained angel doesn't require food, drink, or sleep.

Magic Resistance. The chained angel has advantage on saving throws against spells and other magical effects.

Redemption. When a creature casts the *knock* spell on the chained angel's chains, the chains release a blast of unholy flame. The spellcaster must make a DC 16 Dexterity saving throw, taking 16 (3d10) fire damage and 16 (3d10) radiant damage on a failed save, or half as much damage on a successful one. If the spellcaster survives, the chained angel must immediately make a DC 17 Wisdom saving throw. On a success, the angel's chains fall away. It is restored to its senses and the form it had before it was chained, typically a deva. On a failure, the chained angel remains chained for 7 days, and during that time, any further attempts to cast *knock* on the angel's chains fail.

Actions

Multiattack. The chained angel makes two Fiery Greatsword attacks.

Fiery Greatsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage plus 16 (3d10) fire damage.

Fallen Glory (Recharge 5–6). Each creature the chained angel can see within 50 feet of it must make a DC 15 Strength saving throw. On a failure, a creature takes 19 (3d12) radiant damage and is knocked prone. On a success, a creature takes half the damage and isn't knocked prone.

Reactions

Fiendish Cunning. When a creature the chained angel can see within 60 feet of it casts a spell that appears on the cleric or paladin spell list, the chained angel can counter the spell with a successful ability check. This works like the *counterspell* spell with a +5 spellcasting ability check, except the chained angel must make the ability check no matter the level of the spell.

Angel, Fidele

What appears to be a mated pair of birds changes into two bestial celestials that move in perfect harmony.

Fidele angels form from souls so devoted to each other that their love transcends death.

Friends to Lovers. Fideles are charged with exhorting mortals to respect the bonds of partnership. They assist lovers facing obstacles and punish the enemies of love. Where there is a conflict between two cultures' laws in love, they prefer the result that keeps lovers together.

Quiet Diplomats. They prefer diplomacy to force and, despite the urgency of love, they've been known to live secretly among mortals for years or decades while waging quiet campaigns against social mores and cultural norms that keep love from achieving its full potential.

Fidele Angel

Medium Celestial (Shapechanger), Lawful Good

Armor Class 16 (natural armor)

Hit Points 104 (16d8 + 32)

Speed 40 ft., fly 40 ft. (10 ft., fly 80 ft. in eagle form)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	18 (+4)	14 (+2)	14 (+2)	16 (+3)	18 (+4)

Saving Throws Dex +7, Con +5, Int +5, Wis +6, Cha +7

Skills Insight +6, Perception +6

Damage Resistances fire, lightning, poison; bludgeoning, piercing, and slashing damage from nonmagical attacks

Damage Immunities acid, cold

Condition Immunities charmed, exhaustion, petrified, poisoned

Senses darkvision 60 ft., passive Perception 16

Languages Celestial, Common, Infernal, telepathy 60 ft.

Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Ever Connected. Fidele angels are magically connected. Damage taken by the fidele angel is split evenly between the fidele angel and its paired fidele angel. The angel that was the original target of the attack takes any damage that won't divide evenly. All other effects, such as reducing ability scores or being the target of a *bless* spell, affect only the target.

Immortal Nature. The fidele angel doesn't require food, drink, or sleep.

Magic Resistance. The angel has advantage on saving throws against spells and other magical effects.

Magic Weapons. The angel's weapon attacks are magical.

Unshakeable Fidelity. No spell, feature, trait, magic, or other effect can cause a fidele angel to act against or harm its mate or change its love or loyalty toward its mate.

Actions

Multiattack. The fidele angel makes three Longsword or Radiant Bolt attacks. Alternatively, it makes one Beak attack and two Talons attacks.

Longsword (Humanoid or True Form Only). *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) slashing damage, or 10 (1d10 + 5) slashing damage if used with two hands.

Beak (Bird Form Only). *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage.

Talons (Bird Form Only). *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Radiant Bolt. *Ranged Spell Attack:* +7 to hit, range 120 ft., one target. *Hit:* 11 (2d6 + 4) radiant damage.

To My Lover's Side. If its mate is more than 1 mile away from it, the fidele angel can magically teleport, along with any equipment it is wearing or carrying, to an unoccupied space within 10 feet of its mate. The angel can use this action even if its mate is on another plane of existence.

Spellcasting. The angel casts one of the following spells, requiring no material components and using Charisma as its spellcasting ability (spell save DC 15):

At will: *detect evil and good, purify food and drink, spare the dying*

3/day each: *bless, cure wounds, daylight*

Bonus Actions

Change Shape. The fidele angel transforms into a Medium or smaller Humanoid, a Large or smaller birdlike Beast, or back into its true form, which is a winged Celestial. Without wings, it loses its flying speed. Its statistics, other than its size and speed, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Angler Worm

As patient as a fisherman, the angler worm lights a beacon in the darkness and waits for its next meal.

Silk Snares. The angler worm burrows into the ceilings of caves and tunnels, where it creates snares from strong silk threads coated with sticky mucus. It then lures prey into its snares while remaining safely hidden, emerging only to feed. With dozens of snares, food always comes to the angler worm eventually.

Angler Worm

Huge Monstrosity, Unaligned

Armor Class 14 (natural armor)

Hit Points 104 (11d12 + 33)

Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	5 (−3)	16 (+3)	3 (−4)	14 (+2)	1 (−5)

Damage Immunities poison

Condition Immunities blinded, charmed, deafened, poisoned, prone

Senses tremorsense 60 ft., passive Perception 12

Languages —

Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Keen Touch. The angler worm has advantage on Wisdom (Perception) checks that rely on vibrations.

Snare Walker. The angler worm ignores movement restrictions caused by its snares or the snares of other angler worms.

Spider Climb. The angler worm can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Transparent Trap. With 10 minutes of work, the angler worm can create a web of nearly transparent snares in a 20-foot cube. The web must be anchored between two solid masses or layered across a floor, wall, or ceiling. A web of snares layered over a flat surface has a depth of 5 feet. The web is difficult terrain, and the snares forming it are nearly transparent, requiring a successful DC 15 Wisdom (Perception) check to notice them.

A creature that starts its turn in the web of snares or enters the web during its turn must succeed on a DC 13 Dexterity saving throw or be restrained by the sticky snares. A creature restrained by the snares can use its action to free itself by succeeding on a DC 13 Strength check.

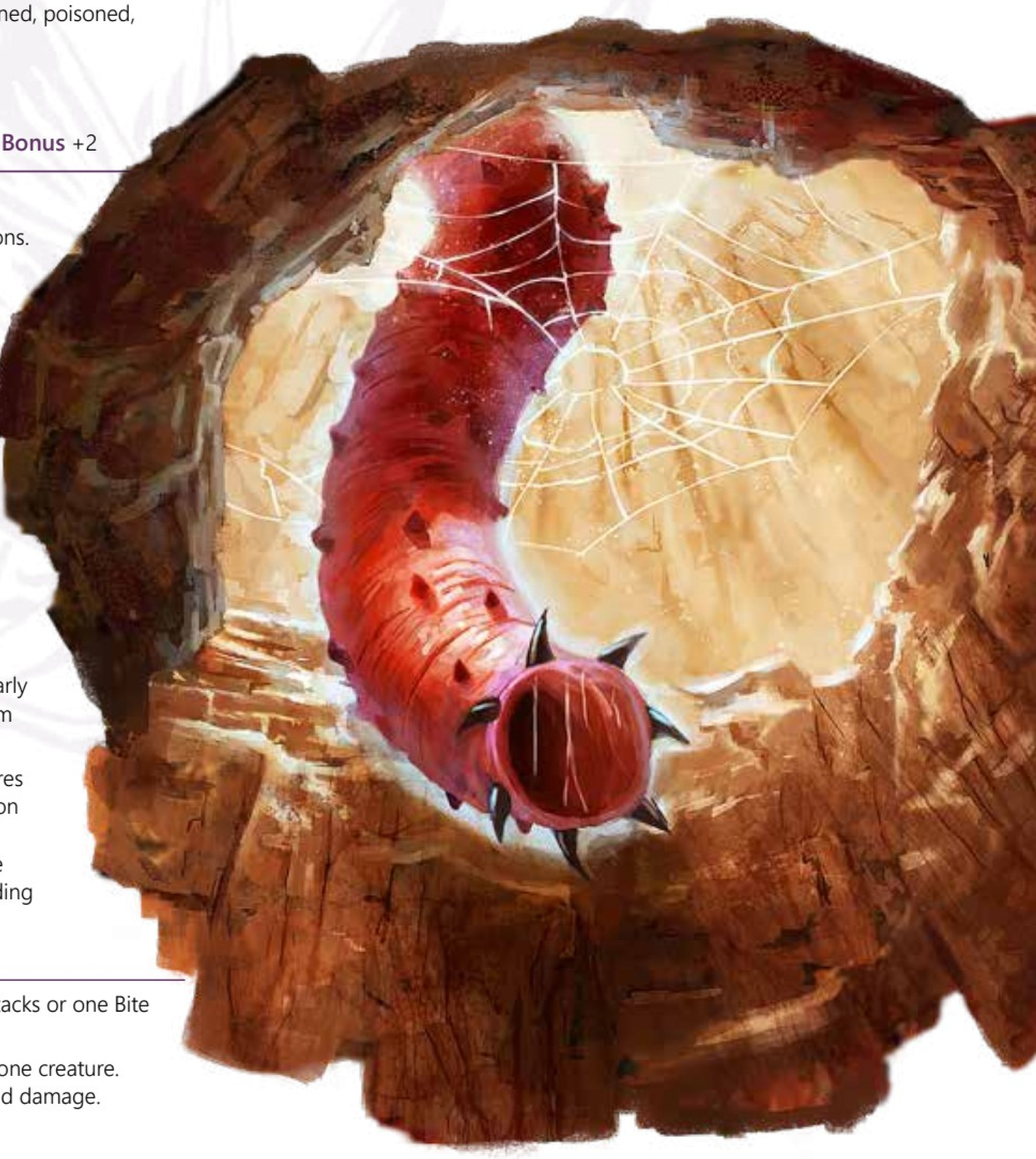
Actions

Multiattack. The angler worm makes two Bite attacks or one Bite attack and one Coils attack.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 9 (2d6 + 2) piercing damage plus 3 (1d6) acid damage.

Coils. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one creature. *Hit:* 12 (3d6 + 2) bludgeoning damage, and the target is grappled (escape DC 13). Until this grapple ends, the target is restrained by the angler worm, it can't breathe, it takes 10 (3d6) bludgeoning damage at the start of each of the angler worm's turns, and the angler worm can't use its Coils on another target.

Ethereal Lure (Recharge 4–6). The angler worm creates an orb of faint, blue light on a point it can see within 20 feet of it. The light glows until the start of the worm's next turn. When a creature that isn't an angler worm starts its turn within 60 feet of the orb and can see the light, it must succeed on a DC 13 Wisdom saving throw or be charmed until the start of its next turn. While charmed, the creature must take the Dash action and move toward the light by the most direct route, trying to get within 5 feet of the light. It doesn't avoid opportunity attacks, but before moving into damaging terrain, such as lava or a pit, the creature can repeat the saving throw, ending the effect on itself on a success. If the charmed creature enters the worm's snares, it has disadvantage on the saving throw to avoid being restrained.



Annelidast

The massive worm erupted from the earth, crushing all near it and scooping up the remains.

An annelidast is a gigantic worm that slumbers for decades at a time in the bowels of the earth, where the rock itself radiates primordial magic. Over millennia, they have grown lead-plated carapaces to shield themselves from the magic.

Unique Predation. Each century, an annelidast wakes and travels to the surface to feed. The worm eats through baleen-like teeth that help it filter feed through the earth as it travels underground, but this method of eating requires it to pulverize larger surface prey before consumption.

Sleeping Plague. The annelidast's exterior is saturated with the primordial magic of its deep-earth home. When an annelidast nears waking, it burrows toward the surface in a dreamlike state, following vibrations in the earth made by living creatures. As it lies just beneath the surface rousing from its slumber, the primordial magic infusing it radiates outward and sickens creatures living there, making them easier prey when it fully wakes.

Annelidast

Huge Monstrosity, Unaligned

Armor Class 18 (natural armor)

Hit Points 184 (16d12 + 80)

Speed 40 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	10 (+0)	20 (+5)	1 (−5)	10 (+0)	4 (−3)

Saving Throws Con +9, Wis +4

Damage Resistances lightning

Damage Immunities poison; bludgeoning from nonmagical attacks

Condition Immunities poisoned

Senses tremorsense 120 ft., passive Perception 10

Languages —

Challenge 12 (8,400 XP) **Proficiency Bonus** +4

Deep Earth Dweller. The annelidast doesn't require air.

Primordial Aura. A creature that starts its turn within 30 feet of the annelidast must succeed on a DC 17 Constitution saving throw or take 7 (2d6) poison damage. A creature that finishes a long rest within 1,000 feet of the annelidast must succeed on a DC 17 Constitution saving throw or develop tumors across its body and become poisoned until the tumors are removed by the *greater restoration* spell or similar magic.

Tunneler. The annelidast can burrow through solid rock at half its burrow speed and leaves a 10-foot-diameter tunnel in its wake.

Actions

Multiattack. The annelidast makes three Slam attacks.

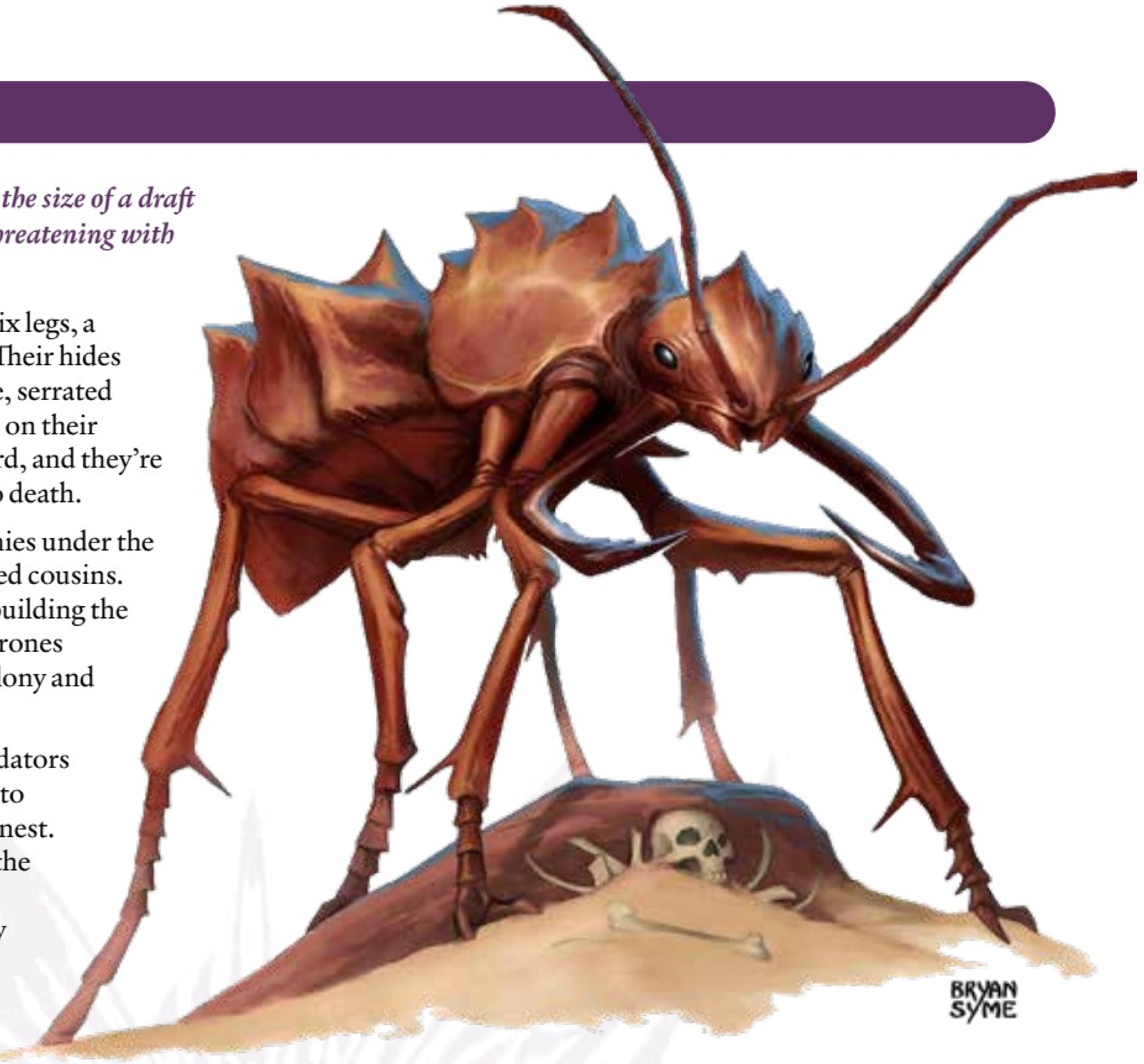
Slam. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 21 (2d12 + 8) bludgeoning damage, and if the target is a creature, it must succeed on a DC 17 Strength saving throw or be pushed up to 15 feet away from the annelidast. A creature restrained by the annelidast automatically succeeds on this saving throw.

Crush (Recharge 5–6). The annelidast launches most of its massive bulk into the air and crashes down on the ground in a 20-foot line that is 10 feet wide. It then retracts itself into a space along that line and can occupy the space of one or more Large or smaller creatures. Each creature in the line must make a DC 17 Dexterity saving throw. On a failure, a creature takes 45 (7d12) bludgeoning damage, is knocked prone, and is restrained while it shares a space with the annelidast, as it is pinned beneath the annelidast's body. On a success, a creature takes half the damage, isn't knocked prone, and is pushed out of the annelidast's space into an unoccupied space of the creature's choice within 5 feet of the annelidast. A creature, including the restrained creature, can take its action to free the restrained creature by succeeding on a DC 17 Strength check. If the annelidast burrows along the surface of the earth at least 20 feet before using this action, creatures in the line have disadvantage on the saving throw.

Reactions

Defensive Recoil. When the annelidast takes damage, it can make one Slam attack against a creature restrained by it.

Ant, Giant



Several pony-sized ants swarm around an ant the size of a draft horse, clacking their serrated mandibles and threatening with their stingers.

Giant ants look much like a normal ant with six legs, a waspish segmented body, and large antenna. Their hides are covered in thick chitin, and they have large, serrated mandibles flanking their mouths and stingers on their tails. These stingers are the size of a shortsword, and they're capable of stabbing and poisoning a human to death.

Colony Defenders. Giant ants form colonies under the control of a queen much like their normal-sized cousins. Sterile females form castes with the workers building the nest and caring for larvae. Queens and male drones rarely leave the colony. Soldiers defend the colony and forage for food.

Carry Prey Home. Giant ants are both predators and scavengers, working in organized groups to bring down large prey and carry it back to the nest. Giant ants tend to ignore animals away from the colony when not foraging for food, but they quickly move to overwhelm prey when hungry or threatened. A giant ant stands nearly four feet tall and weighs 400 pounds, while a giant ant queen is over five feet tall and weighs 900 pounds. Giant ants communicate with each other primarily with pheromones but also use sound and touch.

Giant Ant

Large Beast, Unaligned

Armor Class 14 (natural armor)

Hit Points 52 (7d10 + 14)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	15 (+2)	1 (−5)	9 (−1)	2 (−4)

Senses blindsight 60 ft., passive Perception 9

Languages —

Challenge 2 (450 XP) **Proficiency Bonus** +2

Keen Smell. The giant ant has advantage on Wisdom (Perception) checks that rely on smell.

Actions

Multiattack. The giant ant makes one Bite attack and one Sting attack.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning damage, and the target is grappled (escape DC 12). Until this grapple ends, the target is restrained, and the giant ant can't Bite a different target.

Sting. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage. The target must make a DC 12 Constitution saving throw, taking 11 (2d10) poison damage on a failed save, or half as much damage on a successful one.

Giant Ant Queen

Large Beast, Unaligned

Armor Class 15 (natural armor)

Hit Points 119 (14d10 + 42)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	16 (+3)	2 (−4)	11 (+0)	4 (−3)

Senses blindsight 60 ft., passive Perception 10

Languages —

Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Keen Smell. The giant ant queen has advantage on Wisdom (Perception) checks that rely on smell.

Queen's Scent. Giant ants within 30 feet of the queen have advantage on attack rolls against any creature that attacked the queen within the last minute.

Actions

Multiattack. The giant ant queen makes two Bite attacks and one Sting attack.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage, and the target is grappled (escape DC 13). Until this grapple ends, the target is restrained, and the giant ant queen can't Bite a different target.

Sting. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage. The target must make a DC 13 Constitution saving throw, taking 22 (4d10) poison damage on a failed save, or half as much damage on a successful one.

Anubian

Swirling sand comes together to form a snarling, canine-faced humanoid whose eyes shine with an eerie, blue glow.

Anubians are elementals summoned to guard tombs or protect treasures.

Piles of Dust. An anubian at rest resembles a pile of sand or dust, often strewn about an already dusty location. When active, it rises up to form a muscular humanoid with the head of a jackal. A destroyed anubian collapses into an inert pile of sand.

Death to the Unarmored. In combat, anubians prefer to fight unarmored foes rather than creatures wearing armor. They associate unarmored creatures with spellcasters, and their latent resentment over centuries of being summoned as servants drives them to attack such figures when they aren't shackled by magical bondage.

Sandstorm Tag Teams. Anubians fight effectively as teams, using their haboob attacks to corner and isolate the most vulnerable targets.

Anubian

Medium Elemental, Chaotic Evil

Armor Class 13

Hit Points 44 (8d8 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	12 (+1)	10 (+0)	12 (+1)	10 (+0)

Skills Stealth +5

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., tremorsense 30 ft., passive Perception 11

Languages Primordial

Challenge 2 (450 XP) **Proficiency Bonus** +2

Elemental Nature. The anubian doesn't require air, food, drink, or sleep.

Sand Camouflage. The anubian has advantage on Dexterity (Stealth) checks made to hide in sandy terrain.

Sand Form. The anubian can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

Vulnerability to Water. For every 5 feet the anubian moves in water, or for every gallon of water splashed on it, it takes 2 (1d4) cold damage. An anubian completely immersed in water takes 10 (4d4) cold damage at the start of its turn.

Actions

Multiattack. The anubian makes two Claw attacks.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

Haboob (1/Day). A 30-foot-tall cylinder of sand forms in the anubian's space and moves with it for 10 minutes, until the anubian ends the storm as a bonus action, or until its concentration ends (as if concentrating on a spell). The area within 5 feet of the anubian is heavily obscured. A creature that starts its turn in that area or enters the area for the first time on a turn must succeed on a DC 13 Strength saving throw or be restrained by the storm. While restrained, the creature takes 3 (1d6) slashing damage at the start of each of its turns, and moves with the anubian when the anubian moves. A creature, including the restrained creature, can use its action to free the restrained creature by succeeding on a DC 13 Strength check.

Bonus Actions

Sand Step. The anubian collapses into loose sand and teleports up to 30 feet to an unoccupied space it can see, reforming in that space. If the destination space contains sand, the anubian can immediately Hide. The anubian can't use Sand Step while Haboob is active.

Arboreal Grappler

Long, simian arms snake through the trees like furred serpents, dangling from a shaggy, striped ape in the leafy canopy above and trying to snare those below.

An arboreal grappler is a malformed creation of the gods, a primate whose limbs warped into long, muscular tentacles covered in shaggy, red fur.

Carry Prey to the Heights. Arboreal grapplers use their long limbs to snatch and drag prey behind them as they use their powerful forelimbs to ascend to the highest canopy. Victims are constricted until their struggles cease and then are devoured. The grapplers' flexible tentacles are ill-suited for terrestrial movement; they must drag themselves clumsily across open ground too wide to swing across.

Clans in the Canopy. Arboreal grappler tribes build family nests decorated with bones and prized relics of past hunts. These nests are built high in the jungle canopy, typically 80 feet or more above the ground. Clans of 40 or more spread across crude villages atop the trees; in such large settlements, a third of the population are juveniles. These nests are difficult to spot from the ground; a DC 20 Wisdom (Perception) check is required. A creature observing an arboreal grappler as it climbs into or out of a nest has advantage on the check.

Carnivorous Elf Hunters. Grapplers are carnivorous and prefer humanoid flesh, elves in particular. Scholars suggest this arises from hatred as much as from hunger, citing records of various humanoids hunting arboreal grapplers millennia ago.

Arboreal Grappler

Medium Aberration, Neutral Evil

Armor Class 14 (natural armor)

Hit Points 90 (12d8 + 36)

Speed 10 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	16 (+3)	6 (−2)	10 (+0)	6 (−2)

Skills Acrobatics +5, Stealth +5

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Boscage Brachiation. The arboreal grappler doesn't provoke opportunity attacks when it climbs out of an enemy's reach.

Mobile Grappler. The arboreal grappler can move at its full speed when dragging a Medium or smaller creature it has grappled.

Spider Climb. The arboreal grappler can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Actions

Multiattack. The arboreal grappler makes one Bite attack and two Tentacle attacks.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 6 (1d6 + 3) piercing damage.

Tentacle. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage, and the target is grappled (escape DC 13). Until this grapple ends, the target is restrained. The arboreal grappler has two tentacles, each of which can grapple only one target.

Aridni

The gray, moth-winged fey flies out from the trees in a hail of tiny arrows.

Both more rugged and more ruthless than normal pixies, the aridni are an especially greedy breed of fey bandits and kidnappers.

Pale Archers. These ashen-faced fey with gray moth wings fire green-glowing arrows with a sneer and a curse. Aridni prefer ranged combat whenever possible, and they are quite difficult to lure into melee. They sometimes accept a personal challenge or respond to accusations of cowardice.

Caravan Raiders. Aridni have developed different magical abilities that aid them well when they raid caravans for captives, such as charming foes or putting them to sleep.

Wealth for Status. They delight in taking plunder from humans and dwarves as a sign of their power over mortals and of their contempt for those who lack fey blood.

Aridni

Small Fey, Neutral Evil

Armor Class 15

Hit Points 82 (15d6 + 30)

Speed 20 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
9 (−1)	21 (+5)	14 (+2)	12 (+1)	11 (+0)	16 (+3)

Saving Throws Dex +8

Skills Acrobatics +11, Perception +3, Stealth +11

Senses darkvision 60 ft., passive Perception 13

Languages Common, Gnoll, Sylvan, Void Speech

Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Flyby. The aridni doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Magic Resistance. The aridni has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The aridni makes three Shortsword or Pixie Bow attacks.

Shortsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage.

Pixie Bow. *Ranged Weapon Attack:* +8 to hit, range 40/160 ft., one target. *Hit:* 10 (2d4 + 5) piercing damage.

Spellcasting. The aridni casts one of the following spells, using Charisma as the spellcasting ability (spell save DC 14):

At will: *dancing lights*, *detect magic*, *invisibility*

3/day each: *charm person*, *faerie fire*

1/day: *spike growth*

Bonus Actions

Enchanted Arrows. The aridni enchants one arrow with minor magic. The next time it hits a creature with a Pixie Bow attack before the start of its next turn, the target must succeed on a DC 14 Wisdom saving throw or suffer one of the following effects:

- ***Confusion.*** The target can't take reactions and acts randomly until the end of its next turn, as if it had failed the saving throw against the *confusion* spell.
- ***Fear.*** The target is frightened until the end of its next turn and must spend its next turn moving away from the aridni by the safest available route.
- ***Laughter.*** The target falls prone and is incapacitated with laughter until the end of its next turn.
- ***Sleep.*** The target falls unconscious for 1 minute. It wakes up if it takes damage or if another creature takes an action to shake it awake.

Aridni in Midgard

When the elves abandoned the mortal world and returned to the elflands, not all of their fey servants went with them. Some stayed by choice; some were abandoned as tainted, feral broods; and some remained to become servants of local gods or human mages. Most of them are angry at humans for their corruption of, and rebellions against, the elven courts and empires in Midgard. They seek to regain some of their fallen fey wealth and glory from humans and dwarves by stealing from, corrupting, and killing their ancient enemies. Among these abandoned fey are the aridni ("slaver pixies"), evil pixies suborned by the Slavers of Reth-Saal.

Arx

This spike-covered insectoid stands at the ready with a wicked spear grasped by two limbs. It decompresses its wings impossibly to fashion a pair of walls behind it, held together and connected to the insectoid by a stretchy pink goo.

Arxes are fiendish creatures who serve other fiends as mobile field defenses. They can detach their elytra, the hardened shells that cover their wings, to provide cover for commanders who wish to direct their armies from forward lines. They use their telepathy and excellent vision to feed accurate overviews of the battlefield to these leaders, who use this intel to direct troops and make attacks from behind the arx's wall.

Hirable Mercenaries. When they aren't fighting for legions of devils or demons, arxes willingly accept payment for their services. They are steadfast combatants who reliably follow orders, but they show no concern about individual allies over greater tactical advantages.

ARX

Large Fiend, Lawful Evil

Armor Class 17 (natural armor)

Hit Points 171 (18d10 + 72)

Speed 30 ft., fly 20 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	8 (−1)	19 (+4)	11 (+0)	15 (+2)	8 (−1)

Saving Throws Str +9

Skills Athletics +9, Perception +6

Damage Resistances cold, fire, lightning, poison

Senses darkvision 90 ft., passive Perception 16

Languages Abyssal, Infernal, telepathy 60 ft.

Challenge 9 (5,000 XP) **Proficiency Bonus** +4

Immutable Form. The arx is immune to any spell or effect that would alter its form.

Magic Resistance. The arx has advantage on saving throws against spells and other magical effects.

Spiky Hide. A creature that touches the arx or hits it with a melee attack while within 5 feet of it takes 4 (1d8) piercing damage. This trait also applies to the arx's walls.

ACTIONS

Multiattack. The arx makes two Claw attacks and one Spear attack.

Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 18 (3d8 + 5) slashing damage.

Spear. *Melee or Ranged Weapon Attack:* +9 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage, or 14 (2d8 + 5) piercing damage if used with two hands to make a melee attack.

Wall Smash. If the arx has its wall set up (see Emplace Wall), it can briefly close the panels of the wall in on each other. Each creature other than the arx between the panels in a 10-foot cone from the corner where the panels meet must make a DC 16 Dexterity saving throw, taking 28 (8d6) bludgeoning damage on a failed save, or half as much damage on a successful one.

BONUS ACTIONS

Emplace Wall (Recharge 3–6). The arx extends its hardened elytra and casts them into the ground, creating a wall. The wall is 3 inches thick and is composed of two 10-foot-by-10-foot panels. The panels must connect perpendicular to each other, forming a corner behind the arx. If the wall falls in a creature's space when the arx places it, the creature must make a DC 16 Dexterity saving throw. On a failure, the creature takes 10 (3d6) bludgeoning damage, and the arx determines to which side of the wall the creature is pushed. On a success, the creature takes half the damage and decides to which side of the wall it is pushed.

Each 10-foot panel has AC 17 and 50 hp. If a panel is destroyed, the arx can place only one panel of wall with this bonus action. If both panels are destroyed, the arx can't use this bonus action again until it finishes a long rest or until its elytra are restored with a *regenerate* spell or similar magic.

While the arx has at least one wall emplaced, it must remain within 15 feet of at least one of its walls. The arx can retract the walls into its body, ending this effect, as a bonus action.

Asanbosam

A hirsute hulk with bulging, bloodshot eyes perches high in a tree, ready to seize unwary passersby with its rusty, hook-like talons.

Iron Hooks and Fangs. Asanbosam resemble hairy ogres from the waist up, but with muscular, flexible legs much longer than those of an ogre. These odd appendages end in feet with hook-like talons, and both the creature's hooks and its fangs are composed of iron rather than bone or other organic material. These iron fangs and claws mark an asanbosam's age, not just by their size but also by their color. The youngest specimens have shiny gray hooks and fangs, while those of the older asanbosams are discolored and rusty.

Iron Eaters. The asanbosam diet includes iron in red meat, poultry, fish, and leaf vegetables, and—in times of desperation—grinding iron filings off their own hooks to slake their cravings. The asanbosams' taste for fresh blood and humanoid flesh led to the folklore that they are vampiric (not true).

Tree Lairs. Asanbosams spend most of their lives in trees, where they build nestlike houses or platforms of rope and rough planks. They don't fear magic; most tribes count at least one spellcaster among its members.

Asanbosam

Large Aberration, Chaotic Evil

Armor Class 14 (natural armor)

Hit Points 102 (12d10 + 36)

Speed 40 ft., climb 15 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	17 (+3)	11 (+0)	10 (+0)	5 (−3)

Skills Acrobatics +4, Perception +3, Stealth +4

Senses darkvision 60 ft., passive Perception 13

Languages Giant

Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Spider Climb. The asanbosam can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Actions

Multiattack. The asanbosam makes one Bite attack and one Claws attack.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage. If the target is a creature, it must succeed on a DC 14 Constitution saving throw or take 11 (2d10) poison damage and contract a disease. Until the disease ends, the creature is poisoned. Every 24 hours that elapse, the infected creature must repeat the saving throw. On a success, the disease ends. On a failure, the creature's hp maximum is reduced by 5 (1d10). This reduction lasts until the disease ends. The target dies if its hp maximum is reduced to 0.

Claws. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 20 (3d10 + 4) piercing damage, and the target is grappled (escape DC 14). Until this grapple ends, the target is restrained, and the asanbosam can't use its Claws on another target. If the target is a creature, it must succeed on a DC 14 Constitution saving throw or contract the disease described in the Bite attack.

Bonus Actions

Arboreal Escape. While in a tree, the asanbosam takes the Disengage or Hide action.

Ashwalker

A winged shadow eclipsed the sun, and an inferno consumed the city. An ashen corpse rose from the dirt and walked the charred streets as if its world had not just been incinerated.

Ashwalkers are the unfortunate result of humanoids who met their end from the breath of a dragon while in a place suffused with powerful magical energy. These undead creatures often emerge in hordes after a dragon's rage has leveled a city. Though burnt almost to ashes, many ashwalkers can rasp out a few words, typically words of hate for those who were spared the ashwalker's fate.

The Last Breath. While the fire of a red dragon's breath is the most common source of ashwalkers, they can be created from any dragon's breath. The magical infusion of the dragon's breath that kills the individual leaves residual energy of a similar type in the remains. For example, an ashwalker killed by poison breath often exudes some of the noxious clouds as it walks the wastelands of its destroyed home.

Unlived Dreams. Ashwalkers have no purpose in undeath and rarely serve a master. Sometimes they carry on a sad mimicry of their former life, acting out the final hours before their demise, not fully aware of what happened. Some ashwalkers even return to the site of their homes and lay down in the dirt to sleep, although sleep never comes. Adventurers who seek the riches of lost civilizations leveled by dragon fire have reported seeing smoldering corpses milling about marketplaces or theatre spaces until a living soul snaps them from their reverie, often driving them into maddened rages.

Ashwalker

Medium Undead, Neutral Evil

Armor Class 12

Hit Points 31 (7d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	10 (+0)	7 (−2)	10 (+0)	6 (−2)

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 10

Languages understands all languages it knew in life but can't speak

Challenge 1 (200 XP) **Proficiency Bonus** +2

Breath Born. The ashwalker has immunity to a type of damage based on the type of dragon that killed it: acid (black, copper), cold (silver, white), fire (brass, gold, red), lightning (blue, bronze), or poison (green).

Burst of Breath. A creature that touches the ashwalker or hits it with a melee attack while within 5 feet of it takes 3 (1d6) damage of the type noted in its Breath Born trait.

Last Breath. The first time the ashwalker is reduced to 0 hp, it drops to 1 hp instead and its Draconic Breath automatically recharges. The ashwalker transforms into raw energy of the type noted in its Breath Born trait. While in this energy form, it is immune to all damage and to being grappled or restrained. At the end of the ashwalker's next turn, it is destroyed.

Undead Nature. The ashwalker doesn't require air, food, drink, or sleep.

Actions

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage plus 3 (1d6) damage of the type noted in the ashwalker's Breath Born trait.

Draconic Breath (Recharge 6). The ashwalker exhales elemental energy in a 15-foot cone. Each creature in the area must make a DC 12 Constitution saving throw, taking 14 (4d6) damage of the type noted in its Breath Born trait on a failed save, or half as much damage on a successful one.

Baba Yaga's Horsemen

These mounted knights wield great weapons as swift as dawn, as bright as the blazing sun, and as cold as the grave. The white horseman is a young rider full of promise, the red rider a man in his prime, and the black rider a scarred and bearded fellow, his eyes dark and his mouth set in a grim frown. They ride with purpose on powerful steeds.

Baba Yaga's three horsemen are legends in their own right. Bright Day, Red Sun, and Black Night (also known as the White, Red, and Black horsemen) are her faithful emissaries, scouts, and warriors abroad. The three horsemen change over time, but they are typically male, human warriors. Their appearance is distinctive: each horseman dresses in colors and lacquered armor and trappings to suit their name, with their magical horses colored to match. Their roles appear to coincide with their appointed offices, although their precise relationship to Baba Yaga is the source of much speculation.

Varied Origin. They may be serving Grandmother Winter for a time in exchange for a favor or bargain, or they may be cursed to replace a previous horseman they slew. In either case, Baba Yaga is the source of their power. The horsemen are innately connected to the domain of time; each represents part of the day, as measured by the sun. Bright Day is bound to and governs dawn to mid-day, Red Sun from mid-day to sundown, and Black Night rules until daybreak. While Baba Yaga herself is wily and capricious, her three horsemen are bound to cosmological forces that are uniform and constant, which is reflected in their alignment and demeanor.

Encounters with Baba Yaga's Horsemen

The horsemen make good foes for the long term; their power is great enough that they can ignore considerable danger when serving their mistress. Here are some possible encounters involving them:

- Red Sun burns down a village while the PCs are sleeping at the inn. If questioned or challenged, he says nothing, but provides a scroll from Baba Yaga ordering the village's destruction. Red Sun rides off into the dawn.
- Black Night bears a similar scroll, asking an elvish character to provide Baba Yaga with a pint of blood; if the request is granted, Black Night leaves without incident, but if he is denied, a young human boy is found outside the party's sleeping chambers, drained of all blood.
- At noon, Bright Day leads a parade of strange creatures, everything from shadow fey duelists and enchantresses to a glowing will-o'-wisp and a bright malakbel demon (see page 85), burning so bright it sets fire to crops and thatched huts near it. The fey mention Bright Day is going to pay Baba Yaga's respects to the River King. If the party chooses to join the procession, they can't leave it until sunset—and may find their company is not entirely welcome.

One Rises, Two Set. The horsemen never co-exist with one another except within the confines of their mistresses' Dancing Hut and the fenced yard around it. Each one must yield his presence on the Material Plane to his successor in rotation (this varies on other planes, depending on intervals of day and night). Forcing two horsemen to co-exist on the Material Plane places a perilous strain on reality. Bringing all three together could trigger a primal magical event or chronal catastrophe.

Baba Yaga's Horsemen

Medium Fey, Lawful Neutral

Armor Class 20 (plate, shield)

Hit Points 171 (18d8 + 90)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	11 (+0)	21 (+5)	16 (+3)	18 (+4)	18 (+4)

Saving Throws Dex +4, Wis +8

Skills Arcana +7, Athletics +10, History +7, Perception +8

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities lightning, poison

Condition Immunities exhaustion, paralyzed, poisoned

Senses passive Perception 18

Languages Celestial, Common, Infernal, telepathy 120 ft.

Challenge 11 (7,200 XP) **Proficiency Bonus** +4

Enchanted Weapons. The horseman's weapon attacks are magical. When the horseman hits with any weapon, the weapon deals an extra 2d8 damage of a type depending on the horseman: cold (black night), fire (red sun), radiant (bright day).

Magic Resistance. The horseman has advantage on saving throws against spells and other magical effects.

Peerless Rider. Any attacks directed at the horseman's mount target the horseman instead, and the horseman confers his damage resistances and immunities and his condition immunities to his mount. In addition, if the horseman and mount are subjected to an effect that allows each to make a saving throw to take only half damage, the mount takes no damage if the horseman succeeds on the saving throw.

Timeless Nature. The horseman doesn't age and doesn't require food, drink, or sleep.

Actions

Multiattack. The horseman makes three Lance, Longsword, or Horseman's Bolt attacks. The horseman can replace one attack with a use of Spellcasting.

Lance. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 12 (1d12 + 6) piercing damage plus 9 (2d8) damage of the type defined in Enchanted Weapons. The horseman has disadvantage on this attack roll if the target is within 5 feet of him.

Longsword. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 10 (1d8 + 6) slashing damage, or 11 (1d10 + 6) slashing damage if used with two hands, plus 9 (2d8) damage of the type defined in Enchanted Weapons.

Horseman's Bolt. *Ranged Spell Attack:* +8 to hit, range 120 ft., one target. *Hit:* 22 (4d6 + 4) damage of the type defined in Enchanted Weapons.

Spellcasting. The horseman casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 16):

3/day: *phantom steed* (as an action)

2/day each: *darkness* (black night horseman only), *daylight* (bright dawn and red sun horsemen only), *dimension door*, *fire shield*

1/day: *plane shift* (self and mount only)

Bonus Actions

Temporal Strike (Recharge 5–6). One creature the horseman can see and that the horseman hit with a Horseman's Bolt or Longsword attack within the last minute must succeed on a DC 17 Constitution saving throw or age 16 (3d10) years. A creature that ages this way has disadvantage on attack rolls, ability checks, and saving throws that use Strength, Dexterity, and Constitution until the aging is reversed. A creature that ages beyond its lifespan dies immediately. The aging lasts until the creature finishes a long rest, or until it is reversed by a *greater restoration* spell or similar magic. On a successful saving throw, the creature is immune to the horseman's Temporal Strike for 24 hours.

The Three Horsemen

All three horsemen use the statistics presented here, but each has a few unique characteristics from his brethren, as defined below.

Bright Day. This horseman has darkvision out to a range of 60 feet and resistance to cold damage and fire damage.

Red Sun. This horseman is immune to being blinded, charmed, and frightened and has immunity to fire damage.

Black Night. This horseman has darkvision out to a range of 60 feet and magical darkness doesn't impede his darkvision. In addition, he has immunity to cold damage.

The Horsemen in Midgard

The great witch Baba Yaga is a power to be reckoned with in Midgard, always plotting with her daughters, the vila (see page 386), and seeking to gobble up the vile gnomes whose souls she claims are rightfully hers. Baba Yaga rules over great ley line magic and commands the elements and enchantments with ease, but she cannot be everywhere at once.

Three of her most faithful servants are the White Horseman, the Red Horseman and the Black Horseman—embodied forms of the times of day and a symbol of Baba Yaga's mastery of time itself. She uses nicknames for them, calling them "My Bright Dawn, my Red Sun, and my Dark Midnight" because they are bound by time (and some believe, because they control dawn, noon, and sunset). She has many servants, but the horsemen, her dancing hut, and the sorcerer Koshchei the Deathless are the greatest.

Bagiennik

With webbed claws, bulbous eyes, and two nostril-slits that ooze an oily black substance, the creature is not quite hideous—but it might be, if most of it wasn't concealed by a thick coating of muck and mud.

Bathing Uglies. When a bagiennik is alone, it spends its time bathing in local springs, rivers, and marshes. The creature sifts through the muck and silt, extracting substances that enhance its oily secretions. If anything disturbs the creature during its languorous bathing sessions, it angrily retaliates. Once a bagiennik has bathed for four hours, it seeks a target for mischief or charity.

Unpredictable Moods. One never knows what to expect with a bagiennik. The same creature might aid an injured traveler one day, smear that person with corrosive, acidic oil the next day, and then extend tender care to the burned victim of its own psychotic behavior. If the creature feels beneficent, it heals injured animals or even diseased or injured villagers. If a bagiennik visits a settlement, the ill and infirm approach it cautiously while everyone else hides to avoid provoking its wrath. When a bagiennik leaves its bath in an angry mood, it raves and seeks out animals or humanoids to coat with its acidic oil. If a victim falls, the foul-tempered bagiennik often applies healing oil to stabilize them, grumbling all the while.

Acid Oils. Collecting a dead bagiennik's black oils must be done within an hour of the creature's death. A successful DC 15 Wisdom (Medicine) check yields one vial of acid, or two vials if the result was 20 or higher. A bagiennik can use these chemicals either to heal or to harm, but no alchemist or healer has figured out how to reproduce the healing effects. Other than their acidic effect, the secretions lose all potency within moments of being removed from a bagiennik.

Bagiennik

Medium Aberration, Chaotic Neutral

Armor Class 15 (natural armor)
Hit Points 75 (10d8 + 30)
Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	16 (+3)	9 (−1)	16 (+3)	11 (+0)

Skills Perception +5
Senses darkvision 60 ft., passive Perception 15
Languages Common
Challenge 3 (700 XP) **Proficiency Bonus** +2

Actions

Multiattack. The bagiennik makes two Claw attacks.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage.

Acid Spray. The bagiennik sprays acid on one creature it can see within 30 feet of it, creating a puddle of oil beneath the creature. The target must make a DC 13 Dexterity saving throw. On a failure, the creature takes 18 (4d8) acid damage and is knocked prone. On a success, the creature takes half the damage and isn't knocked prone. The slippery oil covers the ground in a 5-foot square centered on the point where the target was standing for 1 minute. A creature that enters the oily area or ends its turn there must succeed on a DC 13 Dexterity saving throw or fall prone.

Healing Oil (3/Day). The bagiennik applies healing oil to a creature it can see within 5 feet of it. The target magically regains 7 (2d6) hp and is freed from any disease or poison. The target must then succeed on a DC 13 Constitution saving throw or its speed is halved and it takes a −2 penalty to AC and Dexterity saving throws for 1 minute.

Bastet Temple Cat

A slim feline far larger than any house cat slips from the shadows. Its coat glistens like ink as it chirps, and its tail flicks teasingly as its golden eyes observe the doings in its temple.

Bred for Magic. Temple cats of Bastet are thought by some to be celestials, but they are a terrestrial breed, created by the priesthood through generations of enchantment.

Lazy Temple Pets. By day, temple cats laze about their shrines and porticos, searching out attention from the faithful and occasionally granting boons when it suits then.

Fierce Shrine Guardians. By night, they serve as guardians in their temples, inciting would-be thieves to come close before viciously mauling them. More than one would-be rogue has met his or her fate at the claws and teeth of these slim, black-furred beasts. Bastet temple cats are fierce enemies of temple dogs (see page 359).

Bastet Temple Cat

Small Monstrosity, Chaotic Neutral

Armor Class 14

Hit Points 40 (9d6 + 9)

Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (−1)	19 (+4)	12 (+1)	12 (+1)	16 (+3)	18 (+4)

Skills Perception +5, Stealth +6

Senses darkvision 60 ft., passive Perception 15

Languages Common, Sylvan

Challenge 1 (200 XP) **Proficiency Bonus** +2

Keen Smell. The temple cat has advantage on Wisdom (Perception) checks that rely on smell.

Priestly Purr. When a cleric or paladin who worships Bastet spends an hour preparing spells while a Bastet temple cat is within 5 feet of it, that spellcaster can choose two 1st-level spells and one 2nd-level spell that it is able to cast and imbue the temple cat with the spells. The spellcaster doesn't expend spell slots to imbue the cat in this way. The cat can be imbued with no more than three spells at a time. The cat can use the Spellcasting action to cast each spell once, requiring no material components. Once the spells are expended, the temple cat must finish a long rest before it can be imbued with spells again.

Actions

Multiattack. The temple cat makes one Bite attack and one Claws attack.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 6 (1d4 + 4) piercing damage.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) slashing damage.

Fascinating Purr. The temple cat purrs loudly at a Humanoid it can see within 30 feet of it and that can hear it. The target must succeed on a DC 14 Wisdom saving throw or be charmed. While charmed by the temple cat, the target is incapacitated and must move on its turn toward the cat by the most direct route, trying to get within 5 feet of the cat and pet or hold it. The target doesn't avoid opportunity attacks, but before moving into damaging terrain, such as lava or a pit, and whenever it takes damage from a source other than the cat, the target can repeat the saving throw. A charmed target can also repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful, the creature is immune to the temple cat's Fascinating Purr for the next 24 hours. The temple cat has advantage on attack rolls against any creature petting or holding it.

Spellcasting. The temple cat casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 14):

At will: *guidance*

3/day each: *charm person*, *cure wounds*

1/day: *enhance ability* (only Cat's Grace)

Bearfolk

Although it has the head of a shaggy bear, this humanoid creature wears armor and carries a battleaxe in one massive, clawed hand and a warhammer in the other. It's a solid slab of muscle that towers over most humans.

The hulking bearfolk are intimidating creatures. Brutish and powerful, they combine features of humanoid beings and bears. Their heads are ursine with heavy jaws and sharp teeth. Dark fur covers their muscular bodies. Adult bearfolk stand at least 7 feet tall and weigh more than 600 pounds.

Sworn to the Bear King. Bearfolk are almost universally the subjects of the Bear King (see page 172). The bearfolk protect the cities of their northern kingdom and roam the wooded roads of the wilderness. The greatest number of bearfolk are concentrated around the court of the Bear King himself, with ancient bear jarls governing their unruly kin. Only a handful of renegades, exiles, and other rogue bearfolk live permanently outside this society.

Passionate and Volatile. Boisterous and jovial, the bearfolk are a people of extremes. They celebrate with great passion and are quick to explosive anger. Settling differences with wrestling matches that leave permanent scars is common, as is seeing two bloodied bearfolk sharing a cask of mead and a raucous song after such a scuffle.

Bearfolk

Medium Humanoid (Bearfolk), Chaotic Good

Armor Class 14 (hide armor)

Hit Points 45 (6d8 + 18)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	16 (+3)	8 (−1)	12 (+1)	9 (−1)

Senses darkvision 60 ft., passive Perception 11

Languages Common, Giant

Challenge 3 (700 XP) **Proficiency Bonus** +2

Keen Smell. The bearfolk has advantage on Wisdom (Perception) checks that rely on smell.

Actions

Multiattack. The bearfolk makes one Battleaxe attack, one Warhammer attack, and one Bite attack.

Battleaxe. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) slashing damage if used with two hands.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

Warhammer. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage, or 9 (1d10 + 4) bludgeoning damage if used with two hands.

Bonus Actions

Frenzy (Recharges after a Long or Short Rest). The bearfolk triggers a berserk frenzy that lasts 1 minute. While in frenzy, it has resistance to bludgeoning, piercing, and slashing damage and has advantage on attack rolls. Attack rolls made against a frenzied bearfolk have advantage.

Behtu

With the face of a mandrill and the tusks of a great boar, these ferocious half-ape, half-human pygmies have demon blood flowing in their veins. Only the desperate or the suicidal travel to their volcanic temple-islands.

Once a peaceful people, the behtu have since been corrupted by Mechuiti (see page 78), the demon lord of apes, cannibalism, and torture. By feeding his blood to the behtu, he filled them with the cruelty and power of a demon, transforming them into the creatures they are today. The behtu carry his worship from island to island, subjugating, devouring, or converting all they meet.

Temple Builders. The behtus raise shrines to Mechuiti wherever they go. Some are kept and prosper, while others fall into decay and return to the jungle.

Ichor Drinkers. In his volcanic temples, Mechuiti's idols weep his ichorous demon blood. Behtus use the ichor to create infusions that give them inhuman strength and speed, and their leaders use it to perform a ritual that transforms simians and humans bathed in the ichor into more behtu. Behtus also etch demonic tattoos using the ichor, granting them infernal powers and protection.

Scaly Mounts. Behtus breed demonic iguanas as war mounts (use the statistics of a giant lizard). The most powerful behtu sorcerers and druids have been known to ride large crimson drakes (see page 141) and small flame dragons (see page 116) as personal mounts.

Behtu

Small Humanoid, Chaotic Evil

Armor Class 14 (natural armor)

Hit Points 52 (8d6 + 24)

Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	16 (+3)	12 (+1)	11 (+0)	7 (−2)

Saving Throws Dex +5

Skills Athletics +5, Stealth +5

Damage Resistances cold, fire, lightning

Senses darkvision 60 ft., passive Perception 10

Languages Behtu, Common, Infernal

Challenge 2 (450 XP) **Proficiency Bonus** +2

Actions

Multiattack. The behtu makes one Bite attack and one Spear attack.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Spear. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, or 7 (1d8 + 3) piercing damage if used with two hands to make a melee attack.

Fire Breath (Recharge 6). The behtu exhales fire in a 15-foot cone. Each creature in that area must make a DC 13 Dexterity saving throw, taking 21 (6d6) fire damage on a failed save, or half as much damage on a successful one.

Ichorous Infusion. The behtu ingests an infusion made from Mechuiti's blood. For 1 minute, the behtu has advantage on saving throws and ability checks that use Strength and Constitution, and its walking and climbing speeds are doubled. In addition, it has disadvantage on saving throws and ability checks that use Intelligence and Wisdom for the duration. A non-behtu that ingests the infusion must make a DC 14 Constitution saving throw. On a failure, the creature takes 10 (3d6) poison damage and is poisoned for 1 minute. On a success, the creature takes half the damage and isn't poisoned. The behtu typically has 1d4 + 1 infusions in its possession.

The Forgotten Behtu

Before Mechuiti arrived on their island home, the behtu were a peaceful, jungle-dwelling simian people with a magical connection to the natural world. They lived in treetop homes, ate bark and leaves, and used magical and natural remedies to minimize disease, heal injuries, and maintain balance among the various animal and plant populations, culling invasive species or over populations when necessary. Pockets of such behtu still survive on their original island home, working from the shadows to find a way to cure their brethren of Mechuiti's taint. These forgotten behtu use the statistics of an ape, except they are Small, can communicate with plants and animals as if they shared a language, and can cast spells like a dryad.

Beli

With their pale skin and translucent wings, these winter fairies blend perfectly into their snowy environment. Only their beady black eyes stand out against the snow and ice.

These malevolent ice-sprites are a plague upon the people of snowy climates, ambushing unwary prey with icy arrows and freezing powers.

Servants of the North Wind. Known as *patzinaki* in some dialects of Dwarvish, the beli are the servants of winter gods and venerate the north wind as Boreas and other gods of darker aspects. They are frequent allies with the fraughashar (see page 192).

Feast Crashers. Beli especially delight in disrupting feasts and making off with the holiday cakes—the least deadly of their malicious pranks.

Fear of Druids. They have an irrational fear of northern druids and their snow bear companions.

Beli

Small Fey, Neutral Evil

Armor Class 15 (natural armor)

Hit Points 45 (10d6 + 10)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	12 (+1)	8 (−1)	11 (+0)	14 (+2)

Saving Throws Dex +5

Skills Perception +4, Stealth +5

Damage Vulnerabilities fire

Damage Immunities cold

Senses darkvision 60 ft., passive Perception 14

Languages Common, Dwarvish, Giant

Challenge 2 (450 XP) **Proficiency Bonus** +2

Arctic Hunter. The beli has advantage on Dexterity (Stealth) checks made to hide in snowy terrain. In addition, it has advantage on Wisdom (Perception) checks that rely on sight in snowy terrain.

Cold Regeneration. If it starts its turn in an area with below freezing temperature, the beli regains 3 hp. If the beli takes fire damage, this trait doesn't function at the start of the beli's next turn. The beli dies only if it starts its turn with 0 hp and it doesn't regenerate.

Flyby. The beli doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Actions

Ice Dagger. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage plus 5 (2d4) cold damage.

Icy Shortbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage plus 5 (2d4) cold damage, and the target must succeed on a DC 13 Constitution saving throw or suffer one level of exhaustion from the arrow's icy chill. On a success, the target can't suffer further levels of exhaustion from any beli's Icy Shortbow for 24 hours. If a creature would suffer a sixth level of exhaustion from this attack, it is reduced to 0 hp instead and must make death saving throws as normal. A creature reduced to 0 hp in this way can't suffer further levels of exhaustion from any beli's Icy Shortbow for 24 hours.

Invisibility. The beli magically turns invisible until it attacks or until its concentration ends (as if concentrating on a spell). Any equipment the beli wears or carries is invisible with it.

Bereginyas

These small, winged faeries appear to be made of gray mist, and they can conceal themselves completely in the fogbanks and clouds enshrouding their mountainous lairs.

Mist Dancers. These evil, cunning faeries (whose name means "mist dancers" in Old Elvish) overcome their victims by seeping into the creature's lungs to choke it on the bereginyas's foul essence.

Mountain Spirits. They are most commonly found in the highest mountain ranges, often above the tree line, but they can be encountered in any foggy or misty mountainous region. Shepherds and goatherds often leave bits of milk or cheese to placate them, particularly during the spring lambing season.

Bereginyas

Tiny Fey, Neutral Evil

Armor Class 14

Hit Points 81 (18d4 + 36)

Speed 20 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	19 (+4)	14 (+2)	13 (+1)	12 (+1)	11 (+0)

Saving Throws Dex +6

Skills Perception +5, Stealth +8

Damage Immunities bludgeoning

Senses darkvision 60 ft., passive Perception 15

Languages Common, Elvish, Sylvan

Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Foul Form. The bereginyas's semi-solid form emits poisonous gases. Any creature that starts its turn within 5 feet of the bereginyas must succeed on a DC 14 Constitution saving throw or be poisoned. A creature that succeeds on this saving throw by 5 or more is immune to the bereginyas's Foul Form for the next 24 hours.

Actions

Multiattack. The bereginyas makes two Claw attacks. If both attacks hit the same target, the bereginyas attaches to the target. While attached, the bereginyas can use only the Smother action, and it moves with the target whenever the target moves, requiring none of the bereginyas's movement. The bereginyas can detach itself by spending 5 feet of its movement. A creature, including the target, can take its action to detach the bereginyas by succeeding on a DC 14 Strength check.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage plus 4 (1d8) poison damage.

Smother. While attached to a creature that isn't a Construct or Undead, the bereginyas extends a tendril of poisonous gas down the creature's throat. The creature must make a DC 14 Constitution saving throw. On a failure, it takes 22 (5d8) poison damage, immediately runs out of breath, and begins suffocating. On a success, it takes half the damage, doesn't run out of breath, and isn't suffocating. Suffocation ends if the creature dies, if the bereginyas is removed from the creature, or if the bereginyas is killed. A suffocating creature that fails this saving throw reduces its remaining rounds of breath by 1.

Blemmyes

This headless giant has a large mouth in its chest with eyes bulging out on either side of it.

Always Hungry. Blemmyes are brutes that savor humanoid flesh, and they see all humanoids as potential meals. Some even have the patience to tend groups of humans, goblins, or halflings like unruly herds, farming them for food and fattening them up for maximum succulence.

Cannibals. So great is their hideous hunger that blemmyes are not above eating their own kind; they cull and consume the weakest specimens of their people when other food is scarce. The most terrible habit of these monsters is that they seldom wait for their food to die, or even for a battle to conclude, before launching into a grisly feast.

Blemmyes

Large Monstrosity, Chaotic Evil

Armor Class 15 (natural armor)

Hit Points 168 (16d10 + 80)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	13 (+1)	20 (+5)	7 (−2)	12 (+1)	5 (−3)

Skills Intimidation +3

Senses darkvision 60 ft., passive Perception 11

Languages Giant

Challenge 8 (3,900 XP) **Proficiency Bonus** +3

Carnivorous Compulsion. At the start of each of its turns, if the blemmyes can see an incapacitated creature, the blemmyes must succeed on a DC 11 Wisdom saving throw or spend its next turn moving toward and attacking that creature.

Actions

Multiattack. The blemmyes makes one Bite attack and two Slam attacks.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 19 (4d6 + 5) piercing damage. If the target is incapacitated and a Medium or smaller creature, the target is swallowed. A swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside the blemmyes, and it takes 14 (4d6) acid damage at the start of each of the blemmyes' turns. The blemmyes can have only one target swallowed at a time.

If the blemmyes takes 20 damage or more on a single turn from the swallowed creature, the blemmyes must succeed on a DC 15 Constitution saving throw at the end of that turn or regurgitate the creature, which falls prone in a space within 5 feet of the blemmyes. If the blemmyes dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 5 feet of movement, exiting prone.

Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage. If the target is a creature, it must succeed on a DC 16 Wisdom saving throw or be stunned until the end of its next turn.

Rock. *Ranged Weapon Attack:* +8 to hit, range 30/120 ft., one target. *Hit:* 27 (4d10 + 5) bludgeoning damage. If the target is a creature, it must succeed on a DC 16 Wisdom saving throw or be frightened until the end of its next turn.

Boloti

This small, leering water spirit resembles a cross between a gray frog and a damp scarecrow, with small tendrils sprouting from all its extremities. It has water wings seemingly made out of jellyfish flesh.

Swamp Robbers. Known as *uriska* in Draconic, the bolotis are small, swamp-dwelling water spirits which delight in drowning unsuspecting victims in shallow pools and springs, then robbing the corpses of whatever shiny objects they find. Bolotis use their magical vortex abilities to immobilize their victims and drag them to a watery death. They delight in storing up larders of victims under winter ice or under logs.

Fond of Allies. Bolotis sometimes team up with miremals (see page 272) and will-o'-wisps to create cunning ambushes. They are happy with a single kill at a time.

Boloti

Tiny Fey, Neutral Evil

Armor Class 15

Hit Points 45 (10d4 + 20)

Speed 20 ft., swim 40 ft. (0 ft., swim 60 ft. in vortex form)

STR	DEX	CON	INT	WIS	CHA
12 (+1)	20 (+5)	14 (+2)	13 (+1)	12 (+1)	11 (+0)

Skills Perception +3, Stealth +7

Senses darkvision 60 ft., passive Perception 13

Languages Common, Primordial, Sylvan

Challenge 1 (200 XP) **Proficiency Bonus** +2

Amphibious. The boloti can breathe air and water.

Water Camouflage. The boloti has advantage on Dexterity (Stealth) checks made to hide while at least half of its body is submerged in water.

Water Mastery. A boloti has advantage on attack rolls if both it and its target are touching the same body of water. If the target and the boloti are both on dry ground, the boloti has disadvantage on attack rolls.

Watery Body (Vortex Form Only). The boloti can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing. A creature that starts its turn in the boloti's space must succeed on a DC 12 Strength saving throw or take 4 (1d8) bludgeoning damage as it is buffeted by the swirl of water.

Actions

Dagger (True Form Only). *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d4 + 5) piercing damage.

Whirlpool (Vortex Form Only). One creature in the boloti's space must make a DC 12 Strength saving throw. On a failure, the target takes 9 (2d8) bludgeoning damage, and if it is Medium or smaller, it is grappled (escape DC 12). Until this grapple ends, the target is restrained and unable to breathe unless it can breathe water. If the saving throw is successful, the target takes half the damage and is pushed out of the boloti's space.

Spellcasting (True Form Only). The boloti casts one of the following spells, requiring no material components and using Intelligence as the spellcasting ability (spell save DC 11):

At will: *water breathing, water walk*

3/day each: *create or destroy water*, *fog cloud*, *sleep*

1/day: *control water*

Bonus Actions

Vortex Form. The boloti magically transforms into a Small vortex of swirling, churning water or back into its true form, which is Fey. The boloti can transform into its vortex form only while at least half of its body is submerged in water, and any creature it is grappling with Whirlpool is freed if the boloti transforms back to its true form. Its statistics are the same in each form. Any equipment it is wearing or carrying transforms with it. It reverts to its true form if it dies.

Bone Collective

Thousands of tiny bones coalesce into a humanoid form, then disperse in a clattering swarm the next moment. The bones rustle as the creature moves, a sound like sand sliding down a dune.

Spies and Sneaks. Bone collectives are not primarily fighters, preferring to spy and skulk. However, when cornered, they fight fearlessly, seeking to strip the flesh from their foes. They wear robes or cloaks to pass as humanoid, as they know that most creatures find them disturbing.

Commanders and Servants of Undeath. Bone collectives' long finger bones and hooked claws help them ascend and control zombie mounts, and their magic allows them to control small groups of undead. This undead affinity occasionally leads them to serve as spies or spymasters for necromancers, darakhul (see page 202), vampires, or liches.

Feed on Society. Bone collectives join societies around them, whether human, goblin, or ghoul. They prey on the living and the dead, to replenish lost bones. They produce a reddish venom that drains the luster of life from victims. Those who survive can describe the horrifying red smile of the collective's venom-coated fangs.

Bone Collective

Small Swarm of Tiny Undead, Chaotic Evil

Armor Class 17 (natural armor)

Hit Points 120 (16d6 + 64)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	20 (+5)	18 (+4)	14 (+2)	10 (+0)	16 (+3)

Saving Throws Dex +8

Skills Arcana +5, Deception +6, Perception +3, Stealth +11

Damage Resistances bludgeoning, piercing, slashing

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned, prone, restrained, stunned

Senses darkvision 120 ft., passive Perception 13

Languages Common, Darakhul (can't speak in shapeless form)

Challenge 8 (3,900 XP) **Proficiency Bonus** +3

Collective Mind. The collective's individual bones are connected via a hive mind. It can telepathically communicate with any of its individual bones within 50 miles of it, and it can't be surprised. If the collective is reduced to half its hp or fewer, its Intelligence score is reduced to 1, it can't cast spells, it immediately changes to its shapeless form, and it can't take on a Humanoid form.

Grasping Limbs (Humanoid Form Only). The bone collective can wield weapons and hold, grasp, push, pull, or interact with objects that might otherwise require a Humanoid form to accomplish.

Swarm (Shapeless Form Only). The bone collective can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny bone.

Undead Nature. The bone collective doesn't require air, food, drink, or sleep.

Wyrmblood Venom. When the bone collective hits a poisoned creature with a Bite or Piercing Bones attack, the target's Charisma score is reduced by 1d4. The target is incapacitated if this reduces its Charisma to 0. The reduction lasts until the target finishes a long rest.

Actions

Multiattack. The bone collective makes two Claw attacks, or one Claw attack and one Bite attack.

Bite (Humanoid Form Only). *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 31 (4d12 + 5) piercing damage, and the target must succeed on a DC 16 Constitution saving throw or become poisoned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Claw (Humanoid Form Only). *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 25 (3d12 + 5) slashing damage.

Piercing Bones (Shapeless Form Only). *Melee Weapon Attack:* +8 to hit, reach 0 ft., one creature in the collective's space. *Hit:* 52 (8d12) piercing damage, or 26 (4d12) piercing damage if the collective has half its hp or fewer.

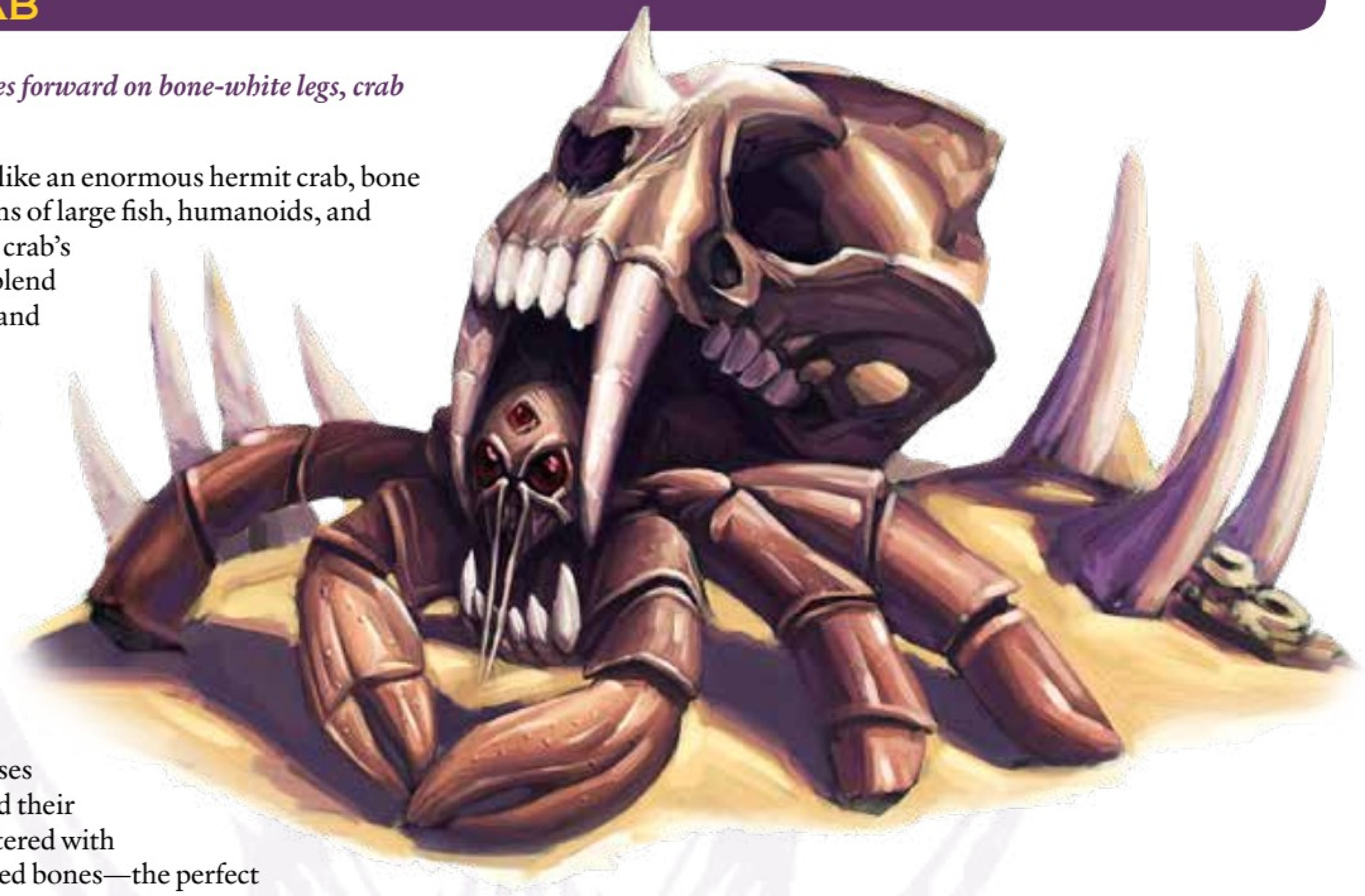
Spellcasting (3/Day; Humanoid Form Only). The bone collective casts the *animate dead* spell as an action, requiring no material components and using Charisma as the spellcasting ability (spell save DC 14).

Bonus Actions

Shape Swarm. The bone collective can shape itself into a Small Humanoid or back into a shapeless form of Tiny bones. Its statistics are the same in each form, and it can't regain hp or gain temporary hp. It can't take on a Humanoid form if it is occupying the space of another creature.

Bone Crab

The cracked skull scurries forward on bone-white legs, crab claws raised.



Skull Shells. Much like an enormous hermit crab, bone crabs inhabit the remains of large fish, humanoids, and other creatures. A bone crab's spiny, ivory-white legs blend in perfectly with bones and pale driftwood. When lacking bones, these crabs gnaw cavities into chunks of driftwood or coral to make a shelter, cementing bits of shell and debris to their portable homes. They drag aquatic prey above the high tide line and leave it to fester in the hot sun. The crabs can pick corpses clean in a few hours, and their hunting grounds are littered with cracked and sun-bleached bones—the perfect hiding place for these littoral predators.

Scavengers of Memory. Bone crabs are voracious scavengers. They live in seaside crags and coves, where they use their specialized chelae to crack open skulls and feast on the brains. Some crabs retain fragments of memory from those they devour, and these crabs recognize friends or attack the foes of those whose skulls they wear.

Pack Hunters. Bone crabs hunt in packs, preying on seabirds and creatures stranded in tidal pools. Centuries of feeding on brains has left the crabs with a rudimentary intelligence and a psychic connection with fellow packmates. They use this to alert each other to danger, potential prey, or a threat to their territory. Although bone crabs cannot be domesticated, they can be convinced to nest in particular areas, attacking intruders while ignoring the area's regulars.

White Ghost Shivers. Because they eat carrion, bone crabs carry a dangerous disease known as white ghost shivers. This disease wracks victims with fever and delirium. Sailors and others who eat a bone crab's unwholesome, diseased flesh rarely survive it.

Bone Crab

Small Beast, Unaligned

Armor Class 13 (natural armor)

Hit Points 33 (6d6 + 12)

Speed 20 ft., swim 10 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	14 (+2)	3 (−4)	12 (+1)	4 (−3)

Skills Perception +3, Stealth +4

Damage Resistances bludgeoning

Senses darkvision 60 ft., passive Perception 13

Languages —

Challenge 1/2 (100 XP) **Proficiency Bonus** +2

Amphibious. The bone crab can breathe air and water.

Bone Camouflage. The bone crab has advantage on Dexterity (Stealth) checks made to hide among bones.

Limited Telepathy. The bone crab can magically communicate simple ideas, emotions, and images telepathically with other bone crabs in its pack within 100 feet of it. While within 30 feet of another bone crab, the bone crab can't be surprised and has advantage on initiative rolls.

Pack Tactics. The bone crab has advantage on attack rolls against a creature if at least one of the crab's allies is within 5 feet of the creature and the ally isn't incapacitated.

Standing Leap. The bone crab's long jump is up to 20 feet and its high jump is up to 10 feet, with or without a running start.

White Ghost Shivers. A creature that eats the meat of the bone crab or that is bitten by a creature infected with the white ghost shivers disease must succeed on a DC 11 Constitution saving throw or become infected with the disease. An infected creature develops the first symptoms after 24 hours. Symptoms include a mild chill that escalates to a fever and frightful hallucinations that give the disease its name. At the end of each long rest, the infected creature must succeed on a DC 11 Constitution saving throw or suffer one level of exhaustion. The exhaustion lasts until the creature finishes a long rest after the disease is cured. A creature that succeeds on two saving throws against the disease recovers from it. Alternatively, the disease can be removed by the *lesser restoration* spell or similar magic.

Actions

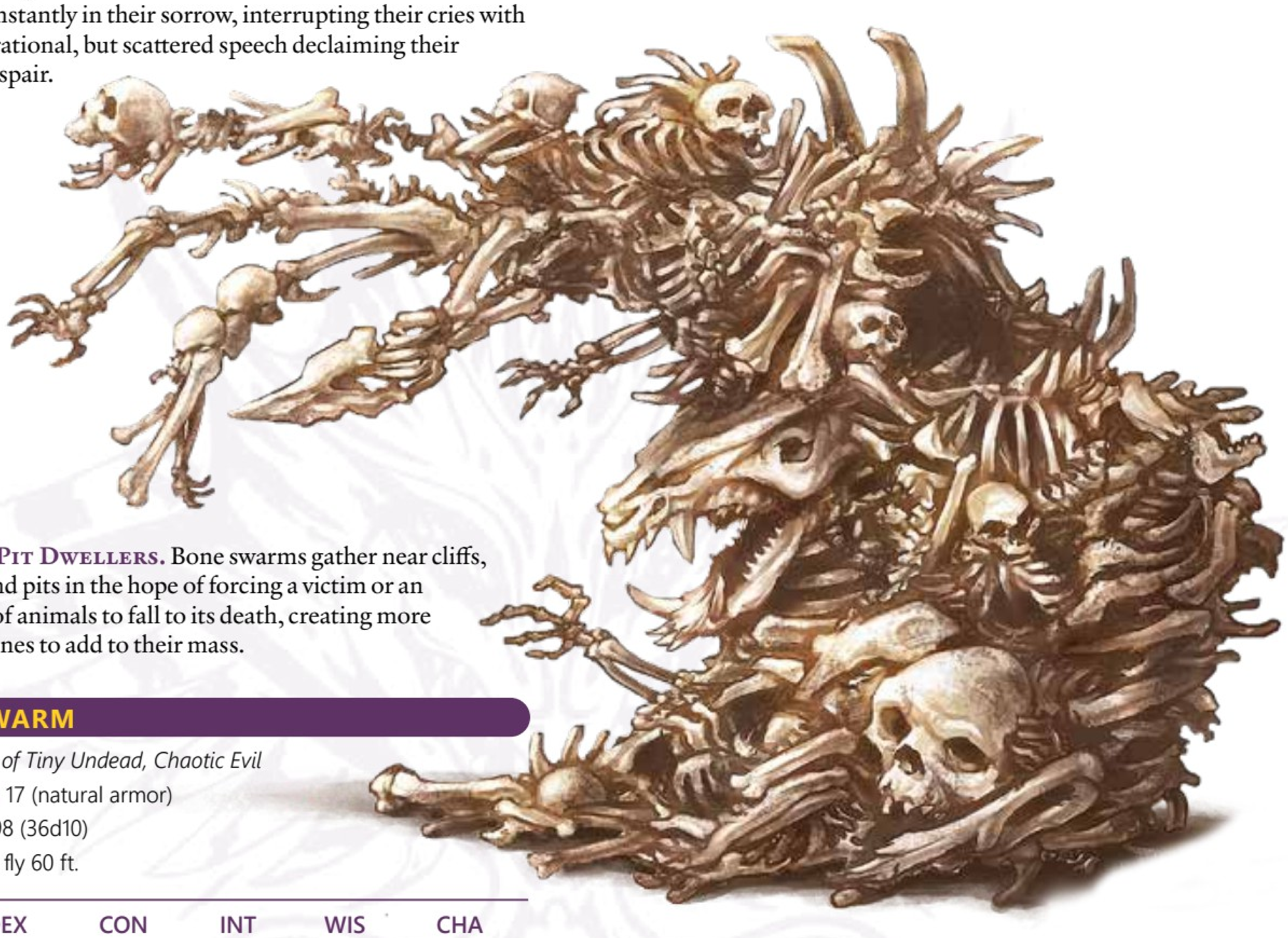
Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) slashing damage.

Bone Swarm

Dank winds sweep up skeletons, both humanoid and animal. They blow forward, reaching out for living creatures like a clawed hand of bone. A scattering of bones rolls across the ground, then rises into the air, billowing like a sheet.

Swarms of Fallen. On rare occasions, the pugnacious spirits of fallen undead join together, bonded by a common craving: to feel alive again. They gather up their bones from life, as well as any other bones they come across, and form bone swarms.

Nomadic Undead. These swarms ravage the countryside wresting life from living creatures, grabbing livestock, humanoids, and even dragons, digging in their claws in an attempt to cling to life. Bone swarms with one or more sets of jaws wail constantly in their sorrow, interrupting their cries with snippets of rational, but scattered speech declaiming their woes and despair.



Cliff and Pit Dwellers. Bone swarms gather near cliffs, crevasses, and pits in the hope of forcing a victim or an entire herd of animals to fall to its death, creating more shattered bones to add to their mass.

Bone Swarm

Large Swarm of Tiny Undead, Chaotic Evil

Armor Class 17 (natural armor)

Hit Points 198 (36d10)

Speed 20 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	18 (+4)	10 (+0)	9 (−1)	15 (+2)	20 (+5)

Saving Throws Dex +8, Wis +6, Cha +9

Skills Acrobatics +8, Perception +6, Stealth +8

Damage Vulnerabilities bludgeoning

Damage Resistances piercing and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained, stunned

Senses darkvision 60 ft., passive Perception 16

Languages Common, Void Speech

Challenge 10 (5,900 XP) **Proficiency Bonus** +4

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny human skull. The swarm can't regain hp or gain temporary hp.

Undead Nature. The bone swarm doesn't require air, food, drink, or sleep.

Actions

Multiattack. The bone swarm makes two Swirling Bones attacks. It can replace one Swirling Bones attack with one Death's Embrace attack, if available.

Swirling Bones. *Melee Weapon Attack:* +10 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 36 (8d8) bludgeoning, piercing, or slashing damage (the bone swarm's choice), or 18 (4d8) bludgeoning, piercing, or slashing damage (the bone swarm's choice) if the swarm has half of its hp or fewer.

Death's Embrace (Recharge 5–6). *Melee Weapon Attack:* +10 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* The target is grappled (escape DC 16) if it is a Large or smaller creature. Until this grapple ends, the creature is restrained and any attack against the bone swarm has a 50 percent chance of hitting the grappled creature instead. The bone swarm can have only one creature grappled at a time. The grappled creature has advantage on ability checks made to escape the grapple when the bone swarm has half of its hp or fewer.

Bouda

A hulking, hyena-faced humanoid with a heavily scarred, oversized muzzle steps forward, clouds of gnats and fleas roiling around it.

Glowing Eyes and Teeth. Bouda are people-eaters and despoilers of purity and family. Resembling oversized gnolls, the web of scars along their muzzles provides evidence of their gluttonous eating habits. Forever leering, their teeth glow as yellow as their eyes.

Fly-Bedecked Shapechangers. Bouda lurk on society's fringes, shapechanging to blend in with mortals. They seek out happy families, consuming the most vulnerable members in the night and leaving gruesome trophies behind. They may mark a victim nights before attacking to terrify the helpless family.

Gluttons. Bouda have a weakness: they are incorrigible gluttons. When presented with a fresh corpse, even in combat, they attempt to gorge on it or at least defile it for later consumption. Bouda are vindictive, seeking revenge on anything that drives them from a kill.

Bouda

Medium Fiend (shapechanger), Neutral Evil

Armor Class 15 (natural armor)

Hit Points 93 (11d8 + 44)

Speed 30 ft. (50 ft. in hyena form)

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	18 (+4)	10 (+0)	12 (+1)	15 (+2)

Saving Throws Dex +5, Con +7, Wis +4, Cha +5

Skills Athletics +7, Deception +5, Intimidation +5, Perception +4, Stealth +5

Damage Resistances acid, lightning; bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

Damage Immunities fire, poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 120 ft., passive Perception 14

Languages Common, Celestial, Infernal, telepathy 100 ft.

Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Sense Consecrated. The bouda can pinpoint, by scent, the location of celestials, consecrated places or objects, and creatures wielding divine or celestial power, such as clerics, paladins, or aasimars, within 60 feet of it.

Sense Magic. The bouda senses magic within 30 feet of it at will. This trait otherwise works like the *detect magic* spell but isn't itself magical.

Actions

Multiattack. The bouda makes one Bite attack and one Mephitic Claw attack.

Bite (Giant Hyena or Hybrid Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage plus 10 (3d6) poison damage.

Mephitic Claw (Giant Hyena or Hybrid Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage, and the target must succeed on a DC 15 Constitution saving throw or become poisoned until the end of its next turn.

Ravenous Gorge. The bouda consumes the organs of a corpse within 5 feet of it that is less than 7 days old. It gains temporary hp equal to twice the dead creature's CR for 1 hour. The bouda can't use Ravenous Gorge on a corpse if it or another bouda has already use Ravenous Gorge on the corpse.

Bonus Actions

Change Shape. The bouda transforms into a human, a hyena, or back into its true form, which is a hyena-human hybrid. Its statistics, other than its speed, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies, then crumbles to dust moments later.

Defiling Smear (1/Day). The bouda secretes a disgusting whitish-yellow substance with the viscosity of tar and smears the substance on an object, unoccupied space, or creature within 5 feet of it. An unwilling creature must succeed on a DC 15 Dexterity saving throw to avoid the smear. Each creature, other than a bouda or hyena, that starts its turn within 30 feet of the smeared target must succeed on a DC 15 Constitution saving throw or be poisoned for 1 minute. If a creature's saving throw is successful or the effect ends for it, the creature is immune to that source of Defiling Smear for the next 24 hours. The stench of a smear remains potent for 7 days or until removed by the *greater restoration* spell or similar magic.

Broodiken

Tiny and built like a caricature of a person, this creature's enlarged head is filled with pointed teeth.

Bodily Children. Broodikens are crude servants created by humanoid spellcasters willing to grow the creatures within their own bodies. Broodikens resemble their creators in the most obvious ways, with the same number of limbs and basic features, but all broodikens stand one foot tall with overly large heads and heavily fanged mouths. Those born to humanoids with wings or horns have ineffective, decorative versions that do not help the creature fly or fight.

Emotional Echoes. Broodikens have little personality of their own and respond to their creators' emotions, growling when their creators feel anger and babbling happily when their creators feel joy. When their creators are more than 100 feet away, they cry loudly with a sound that resembles children of the creator's own species. If discovered crying by anyone other than their creator, they attack. When their creators focus their anger on specific individuals, the broodikens attack as a group, using stealth to get close and overwhelm single opponents.

Born With Daggers. Broodikens are created by eating the heart of a dead broodiken. Once this "seed" is consumed, 2d4 broodikens grow inside of the "mother" or creator. Nurturing the growing brood requires consuming specific muds, ashes, and plants, which cost 50 gp per day for each incubating broodiken. The incubation period requires one month and takes a toll on the creator's health. During this time, the creator becomes fatigued after four hours without eight hours' rest. If the creator is not a spellcaster, a spellcaster must supervise the incubation and birth. Most spellcasters birth the broodiken using a dagger before the broodiken tears its way out. A "mother" can control only one brood of broodiken at a time. Incubating a second brood makes the first brood furiously jealous, and they turn on their own creator.

Broodiken

Tiny Construct, Unaligned

Armor Class 13 (natural armor)

Hit Points 44 (8d4 + 24)

Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
8 (−1)	14 (+2)	16 (+3)	2 (−4)	10 (+0)	6 (−2)

Skills Perception +4, Stealth +6

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison, psychic

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 14

Languages —

Challenge 1 (200 XP) **Proficiency Bonus** +2

Construct Nature. The broodiken doesn't require air, food, drink, or sleep.

Immutable Form. The broodiken is immune to any spell or effect that would alter its form.

Magic Resistance. The broodiken has advantage on saving throws against spells and other magical effects.

Shared Rage. The broodiken can't speak with its creator telepathically, but it can magically receive simple ideas, emotions, and images telepathically from its creator while within 100 feet of its creator. The creator can send the broodiken an image of a creature and emotion or simple idea tied to it, such as anger or retrieval, and the broodiken will seek the creature to carry out the emotion or desire. As long as the broodiken is following such an order, it can be more than 100 feet away from its master without wailing.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) piercing damage, and the broodiken attaches to the target. While attached, the broodiken can't attack, and at the start of each of the broodiken's turns, the target takes 9 (2d6 + 2) piercing damage.

The attached broodiken moves with the target whenever the target moves, requiring none of the broodiken's movement. It can detach itself by spending 5 feet of its movement on its turn. A creature, including the target, can use its action to detach the broodiken by succeeding on a DC 9 Strength check.

Bucca

These tiny, obsidian-skinned, bat-winged fey have a hungry look. Leering with razor-sharp fangs bared, they licking their leathery faces with their forked, purple tongues.

Hidden in Crevices. Buccas are tiny, underground faeries who are also known as "snatchers," because they love to steal from miners and hoard precious minerals and gems in tiny, trap-filled crevices. Their small size makes them easy to overlook.

Treasure Finders. Buccas are often enslaved by derro as treasure seekers and can be summoned by some derro shamans. Buccas are the bane of the dwarves of many mountains and hilly cantons, serving as spies and scouts for evil humanoids.

Bat Friends. Buccas often train bats as mounts, messengers, and guard animals. On occasion, they sell trained bats to goblins and kobolds.

Bucca

Tiny Fey, Neutral Evil

Armor Class 14 (natural armor)

Hit Points 27 (5d4 + 15)

Speed 20 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	17 (+3)	13 (+1)	9 (−1)	16 (+3)

Skills Perception +1, Sleight of Hand +7, Stealth +7

Senses darkvision 60 ft., passive Perception 11

Languages Darakhul, Dwarvish

Challenge 1/2 (100 XP) **Proficiency Bonus** +2

Flyby. The bucca doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Sunlight Hypersensitivity. The bucca takes 1 radiant damage each minute it is exposed to sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

Treasure Sense. The bucca can pinpoint, by scent, the location of precious metals and stones, such as coins and gems, within 60 feet of it.

Actions

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage, and the target must succeed on a DC 13 Constitution saving throw or become poisoned for 1 minute. The poisoned target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Invisibility. The bucca magically turns invisible until it attacks, or until its concentration ends (as if concentrating on a spell). Any equipment the bucca wears or carries is invisible with it.

Bukavac

Unleashing a bone-shattering roar, this toad-like monster bears two gnarled horns and wicked claws. It charges from its watery lair on six legs, eager for the kill.

Pond Lurkers. The placid surfaces of forest lakes and ponds hide many lethal threats, among them the bukavac. While not amphibious, the creature can hold its breath for minutes at a time as it lurks under the surface in wait for prey. A bukavac is 11 feet long, including its foot-long horns, stands four feet tall, and weighs 4,000 lb. The creature has a natural lifespan of 40 years, but its noise and proclivity to ambush intelligent prey attracts the attention of hunting parties, which considerably shortens the life expectancy of most bukavac.

Enormous Roar. A ravenous bukavac lives to hunt and devour prey, preferring intelligent prey to animals, and usually ambushes its victims. Due to its size, the beast must find deep ponds or lakes to hide in, but it can flatten itself comfortably to rest in two feet of water. It leads with its wicked horns before grabbing hold of its target or another nearby foe and hanging on as it claws its victim to death. The creature relishes the feel of its victim's struggles to escape its embrace and reserves its roar, which sounds like a cross between a toad's croak and lion's roar emanating from a creature the size of a dragon, for organized foes or against overwhelming numbers. If a bukavac's devastating sonic attack routs its foes, it picks off remaining stragglers; otherwise, it retreats to its underwater hiding spot.

Clamorous Mating. Solitary hunters by nature, bukavacs pair up briefly in the spring. Male bukavacs travel to a female's lair and demonstrate their prowess by unleashing their most powerful bellows. Villages ten miles away from the lair often hear these howls for a week and pray that the creatures don't attack. Later, the female finds a secluded, shallow lake in which to bury eggs. A bukavac reaches maturity in five years, during which time it and its siblings hunt together. After the bukavacs mature, each finds its own lair.

Bukavac

Large Monstrosity, Neutral Evil

Armor Class 16 (natural armor)

Hit Points 199 (21d10 + 84)

Speed 40 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	17 (+3)	18 (+4)	7 (−2)	15 (+2)	12 (+1)

Saving Throws Dex +7, Con +8

Skills Perception +10, Stealth +11

Damage Immunities thunder

Senses darkvision 60 ft., passive Perception 20

Languages Sylvan

Challenge 9 (5,000 XP) **Proficiency Bonus** +4

Hold Breath. The bukavac can hold its breath for 20 minutes.

Standing Leap. A bukavac's long jump is up to 20 feet and its high jump is up to 10 feet, with or without a running start.

Actions

Multiattack. The bukavac makes one Bite attack, one Gore attack, and two Claw attacks.

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage.

Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 11 (1d12 + 5) slashing damage, and the target is grappled (escape DC 16) if it is a Medium or smaller creature. The bukavac can have no more than two creatures grappled at a time.

Gore. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 21 (3d10 + 5) piercing damage.

Croaking Blast (Recharge 5–6). A bukavac can emit a howling thunderclap in a 15-foot radius. Each creature in that area must make a DC 16 Constitution saving throw. On a failure, a creature takes 36 (8d8) thunder damage and is deafened until cured by the *lesser restoration* spell or similar magic. On a success, a creature takes half the damage and isn't deafened.

Buraq

An aura of holiness surrounds this handsome human-headed equine with short but strong feathered wings.

Only the Worthy. A buraq possesses astounding speed, determination, and resilience, among a host of noble qualities. Only pure-hearted humanoids can obtain a service from such a righteous and honorable creature.

Angel Marked. Every buraq wears a gilded band around its head or neck. These are said to be angelic seals or wardings, each different. The hide of every buraq is white, though their beards, lashes, manes, and tails vary from silver and dusty tan to deep brown or glossy black.

Heavenly Steeds. A buraq is smaller than a mule but bigger than a donkey, though their carrying capacity belies their size and apparent strength. Nevertheless, a buraq is the ultimate courier and a heavenly steed. Paladins and good-aligned clerics are the most likely candidates to ride a buraq, but other virtuous characters have had this privilege.

Buraq

Medium Celestial, Lawful Good

Armor Class 17 (natural armor)

Hit Points 152 (16d8 + 80)

Speed 60 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	18 (+4)	20 (+5)	18 (+4)	18 (+4)	20 (+5)

Saving Throws Con +9, Wis +8, Cha +9

Skills History +8, Religion +8

Damage Resistances radiant; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, exhaustion, frightened

Senses truesight 120 ft., passive Perception 14

Languages Celestial, Common, Primordial, telepathy 120 ft.

Challenge 11 (7,200 XP) **Proficiency Bonus** +4

Angelic Weapons. The buraq's attacks are magical. When the buraq hits with any weapon, the weapon deals an extra 4d8 radiant damage (included in the attack).

Magic Resistance. The buraq has advantage on saving throws against spells and other magical effects.

Night Journey. When outdoors at night, the distance of the buraq's vision is not limited by nonmagical darkness. Once per month, the buraq can declare it is on a night journey, and for the next 24 hours, it can Teleport as a bonus action. When on a night journey, the buraq can teleport as often as it wants, and its destination must always be in an area of nonmagical darkness within its line of sight. At any point during the night journey, the buraq can use a bonus action to return itself and its rider to the location where it began the night journey.

Powerful Steed. The buraq is considered to be a Large animal for the purpose of determining its carrying capacity and its ability to carry a rider.

Actions

Multiattack. The buraq makes two Hooves attacks. It can replace one attack with a use of Spellcasting.

Hooves. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage plus 18 (4d8) radiant damage.

Spellcasting. The buraq casts one of the following spells, requiring no components and using Charisma as the spellcasting ability (spell save DC 17):

At will: *comprehend languages*, *detect evil and good*, *holy aura*, *pass without trace*

3/day each: *haste*, *longstrider*

1/day each: *plane shift*, *wind walk*

Teleport (1/Day). The buraq magically teleports itself and its rider, along with any equipment it is wearing or carrying, to a location the buraq is familiar with, up to 1 mile away.

Burrowling

These light brown, furred creatures inquisitively survey their surroundings, each comforted by the presence of the others.

Friendly Farmers. Burrowlings work together at every task: digging tunnels, foraging, and rearing their young. They are omnivorous, eating roots, berries, insects, and reptiles—and they consider snakes a particular delicacy. The most advanced burrowling towns set up rudimentary farms, where they grow the fruits and vegetables they usually find in the wild.

Safe Warrens. Some towns have domesticated prairie dogs, which burrowlings train to stand watch alongside their masters. Pairs of adults stand watch around the town perimeter and sound a warning when they spot a foe. An alerted town retreats to the safety of its warrens, while the strongest creatures add more tunnels if necessary, and close access from the surface until the threat has passed. In combat, burrowlings stand together in defense of the helpless young and fight with crude slings or their sharp teeth and claws.

Die of Loneliness. If separated from its coterie, a burrowling becomes despondent, crying for others of its kind. A lone burrowling usually dies of loneliness within a week, unless it can find its way back to its town or discover another burrowling town. Rarely, a solitary creature makes its way to a non-burrowling settlement where it attempts to assist its new community. This frustrates the creature and those it interacts with as it tries to anticipate what its companions want. It may join an adventuring party in the hope of returning to a settlement. After spending at least six months with a party, the burrowling can use its Burrow Awareness with its new allies. Burrowlings live up to 15 years and can have a litter of pups up to twice a year. A burrowling pup reaches adulthood in a year.

Burrowling

Small Humanoid (Burrowling), Lawful Neutral

Armor Class 13

Hit Points 27 (6d6 + 6)

Speed 30 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	12 (+1)	9 (−1)	12 (+1)	13 (+1)

Skills Perception +3

Senses darkvision 60 ft., passive Perception 13

Languages Common

Challenge 1/2 (100 XP) **Proficiency Bonus** +2

Burrow Awareness. A burrowling has advantage on Wisdom (Perception) checks if at least one other burrowling within 10 feet of it isn't incapacitated.

Pack Tactics. The burrowling has advantage on attack rolls against a creature if at least one of the burrowling's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Multiattack. The burrowling makes one Bite attack and one Claw attack.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) slashing damage.

Sling. *Ranged Weapon Attack:* +5 to hit, range 30/120 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage.

Burrowlings in Midgard

Burrowling towns are found in the Western Wastes, where their greatest enemies are dust goblins. They seem to thrive in the badlands and magically scant territories of former human settlements.

Cactid

Rootlike tendrils explode from the sand at the base of this tall cactus bristling with needles. Its tendrils reach out, seeking prey.

Needled Sentients. Cactids are semi-sentient cacti that grow in a myriad of shapes and sizes, from ground-hugging barrels and spheroid clumps that pin their victims to the ground to towering saguaros with clublike arms that yank victims off their feet. Most cactids are green or brown with distinct ribs; all are lined with countless needles.

Drain Fluids. In addition to gathering water, a cactid's tendril-roots can snag nearby creatures and pull them into a deadly embrace. Once a creature is pinned, the cactid's spines siphon off the victim's bodily fluids, until little but a dried husk remains. Many cactids are adorned with bright flowers or succulent fruit to lure prey into reach. Some scatter shiny objects within reach to attract sentient creatures. For those traveling the desert, however, a cactid's greatest treasure is the water stored within its flesh. A slain cactid's body yields up to four gallons of water.

Slow Packs. Cactids were created by a nomadic sect of druids, but their original purpose is lost. They have limited mobility, and they often congregate in stands or travel together in a pack to better hunting grounds.

Cactid

Large Plant, Unaligned

Armor Class 14 (natural armor)

Hit Points 76 (8d10 + 32)

Speed 15 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (−1)	18 (+4)	5 (−3)	10 (+0)	9 (−1)

Damage Vulnerabilities fire

Damage Resistances bludgeoning, piercing

Condition Immunities blinded, deafened

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 10

Languages understands Sylvan but can't speak

Challenge 3 (700 XP) **Proficiency Bonus** +2

Actions

Multiattack. The cactid makes two Tendril attacks and uses Reel.

Tendril. *Melee Weapon Attack:* +5 to hit, reach 15 ft., one creature. *Hit:* 10 (2d6 + 3) bludgeoning damage plus 3 (1d6) piercing damage, and the target is grappled (escape DC 13) if it is a Medium or smaller creature. Until this grapple ends, the target is restrained, and if it isn't a Construct or Undead, the cactid begins draining fluid from the target's body. At the start of each of the grappled creature's turns, the creature must make a DC 13 Constitution saving throw. On a failure, its hp maximum is reduced by 3 (1d6). This reduction lasts until the creature finishes a long rest after drinking at least one gallon of water. The grappled creature dies if this effect reduces its hp maximum to 0. The cactid has two tendrils, each of which can grapple only one target.

Reel. The cactid pulls each creature grappled by it up to 10 feet straight toward it.

Reactions

Hail of Needles (1/Day). When reduced to below half its hp maximum, the cactid releases a hail of needles. Each creature within 15 feet of the cactid must make a DC 14 Dexterity saving throw, taking 10 (3d6) piercing damage on a failed save, or half as much damage on a successful one.

Cambium

Unfolding impossibly from beneath voluminous robes, this creature's pockmarked, spindly arms end in clusters of narrow spikes. Its long, hollow, needle-like fingers and its many-jointed arms move with surprising speed and strength for such an emaciated creature.

Hunched and Robed. The cambium skulks through mortal society, hunched and contorted, concealing its nine-foot height and its supernumerary arms.

Devours Bodily Humors. The source of a cambium's interest lies in every mortal body: the four humors. It drains these from victims in precise amounts, sometimes to fix its own imbalances, sometimes to concoct serums to sell in hellish markets. Its victims are left in a desperate state, eager for a corrective fix and willing to obey the cambium's every whim as servants and toadies.

Abandons Victims. After a sufficient crop has been harvested, the cambium abandons these addicts to die slowly from violent withdrawals, and allows the local population to lie fallow for a decade or so.

Cambium

Large Fiend, Neutral Evil

Armor Class 19 (natural armor)

Hit Points 264 (23d10 + 138)

Speed 40 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
21 (+5)	16 (+3)	23 (+6)	17 (+3)	16 (+3)	18 (+4)

Saving Throws Dex +8, Con +11, Int +8, Wis +8, Cha +9

Skills Arcana +8, Deception +9, Insight +8, Medicine +8, Perception +8, Stealth +8

Damage Immunities poison

Condition Immunities exhaustion, poisoned, prone

Senses darkvision 60 ft., passive Perception 18

Languages Common, Draconic, Infernal

Challenge 14 (11,500 XP) **Proficiency Bonus** +5

Actions

Multiattack. The cambium makes four Needle Fingers or Poison Ray attacks. It can replace two attacks with a use of Spellcasting.

Needle Fingers. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 21 (3d10 + 5) piercing damage.

Poison Ray. *Ranged Spell Attack:* +9 to hit, range 60 ft., one target. *Hit:* 22 (4d8 + 4) poison damage, and the target must succeed on a DC 17 Constitution saving throw or become poisoned until the end of its next turn.

Spellcasting. The cambium casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 17):

At will: *alter self*, *detect thoughts*, *spare the dying*

3/day each: *hold person*, *protection from poison*, *heal*

1/day: *plane shift* (self only)

Bonus Actions

Damage Ability. The cambium twists the bodily humors of a creature within 30 feet of it that isn't a Construct or Undead and that it hit with Needle Fingers in the past minute. The target must succeed on a DC 17 Constitution saving throw or its Strength, Dexterity, or Constitution score (the cambium's choice) is reduced by 1d4. The target falls unconscious if this reduces an ability score to 0. This reduction lasts until the target finishes a long rest.

Imbalance Humors. If the cambium has hit a creature that isn't a Construct or Undead with Needle Fingers in the past minute, it can cause a surge in one of the target's bodily humors, causing an imbalance. The target must succeed on a DC 17 Constitution saving throw or suffer one of the following effects of the cambium's choice. Unless noted otherwise, the target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

- ***Sanguine Flux.*** The target can't regain hp—naturally or magically—until after it finishes a long rest.
- ***Choleric Flux.*** The target becomes confused for 1 minute. This effect works as if the target failed a saving throw against the *confusion* spell, except the cambium doesn't have to maintain concentration.
- ***Melancholic Flux.*** The target is incapacitated and its speed is halved for 1 minute.
- ***Phlegmatic Flux.*** The target is poisoned for 1 minute.

Carrion Beetle

The beetles wore golden bridles and carried huge leather sacks of stone and guano. They marched without stopping; dozens, even hundreds, bringing fresh earth to the white-fungus trees of the great forests. Their claws skittered with a sound like horseshoes slipping on stone, but their multiple legs ensured they never fell. The air around them singed the nostrils with the taint of acid.

Beasts of Burden and War. Carrion beetles are powerful beasts of burden with strong jaws and the ability to both climb and burrow. With a wide back, serrated, spiky forelegs, and a narrow head, the carrion beetle is too large to ride on comfortably, but it makes an excellent platform for ballistae and howdahs. Its thick exoskeleton varies from drab brown, tan, and black to shimmering blue green, purple-green, and a highly prized yellow-orange. The largest carrion beetles make a distinctive wheezing sound when their spiracles are stressed; this noise creates a hum when multiple beetles run or charge on the field of battle.

Devour Fungi and Carrion. Carrion beetles rarely gather in groups larger than a breeding pair and a small cluster of offspring in the wild. Domesticated varieties travel in herds of 20–40 to feed on fungal forests, scavenge battlefields, devour cave lichen, and scour sewage pits. When breeding season hits, carrion beetles feast on the bodies of large animals. They are often found in symbiotic relationships with deathcap myconids, darakhul, and related species. Many species in the deep underworld consider carrion beetles food and use their exoskeletons to fashion shields and armor (though their chitin is too brittle for weaponry). Purple worms are their major predators. The worms swallow entire caravans when they find the beetles within.

Domesticated by Ghouls. Domesticated by the darakhul, the carrion beetles live a more complex life. They begin as simple pack animals, with the strongest being trained as war beetles. War beetles often carry ballistae and harpoons fitted with lines for use against flying foes. In late life, the beetles are used as excavators, scouring out tunnels with their acid. After death, their exoskeletons are used both as animated scouting vehicles (ghouls hide within the shell to approach hostile territory) and as armored undead platforms packed with archers and spellcasters.

Carrion Beetle

Large Beast, Unaligned

Armor Class 15 (natural armor)

Hit Points 127 (15d10 + 45)

Speed 30 ft., burrow 20 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	17 (+3)	1 (−5)	13 (+1)	10 (+0)

Condition Immunities paralyzed

Senses darkvision 60 ft., passive Perception 11

Languages —

Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Actions

Multiattack. The beetle makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft, one target. *Hit:* 10 (1d12 + 4) piercing damage.

Claw. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

Acid Spit (Recharge 5–6). The carrion beetle spits acid in a 30-foot line that is 5 feet wide. Each creature in that line must make a DC 13 Dexterity saving throw, taking 26 (4d12) acid damage on a failed save, or half as much damage on a successful one.

Caustic Charger

This massive hexapod trundles along, the dangling tentacles festooning its squat body barely clearing the ground. A bony brow ridge set over beady eyes dominates its head.

Caustic chargers are large, squat creatures that dwell in inhospitable locations, making such lands even more dangerous.

Unusual Feeder. A caustic charger's odd, toothless snout makes it difficult to hunt and devour prey, but the creature has adapted by secreting a paralytic acid from its tentacles. To make the best use of its stubby tentacles, it charges its prey, striking with its powerful brow ridge to knock over the victim. Then, the charger stands over and dissolves the creature with its tentacles, slurping up the liquefied remains with its snout.

Solitary Hunters. Caustic chargers are belligerent horrors that attack anything that opposes them, including others of their own kind. Once a year, two chargers become tolerant enough of each other to produce young, resulting in a score of gray eggs with hard shells.

Ornery Steeds. While not very smart and exceedingly violent, caustic chargers can be persuaded to partner with smaller creatures that might not provide much nourishment but can offer a bounty of prey. Dust goblins (see page 215) are the most common creatures that partner with caustic chargers, with varying degrees of success.

Caustic Charger

Huge Monstrosity, Unaligned

Armor Class 15 (natural armor)

Hit Points 133 (14d12 + 42)

Speed 30 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	16 (+3)	4 (−3)	10 (+0)	6 (−2)

Damage Immunities acid

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 7 (2,900 XP)

Proficiency Bonus +3

Straddler. The caustic charger can end its move in the space of a prone Large or smaller creature. A creature standing up from prone in the same space as the charger can move to a space within 5 feet of the charger as part of standing up.

Wastes Walk. Difficult terrain composed of rocks or sand doesn't cost the caustic charger extra movement.

Actions

Multiattack. The caustic charger makes two Ram attacks. It can replace one Ram attack with a Tentacles attack.

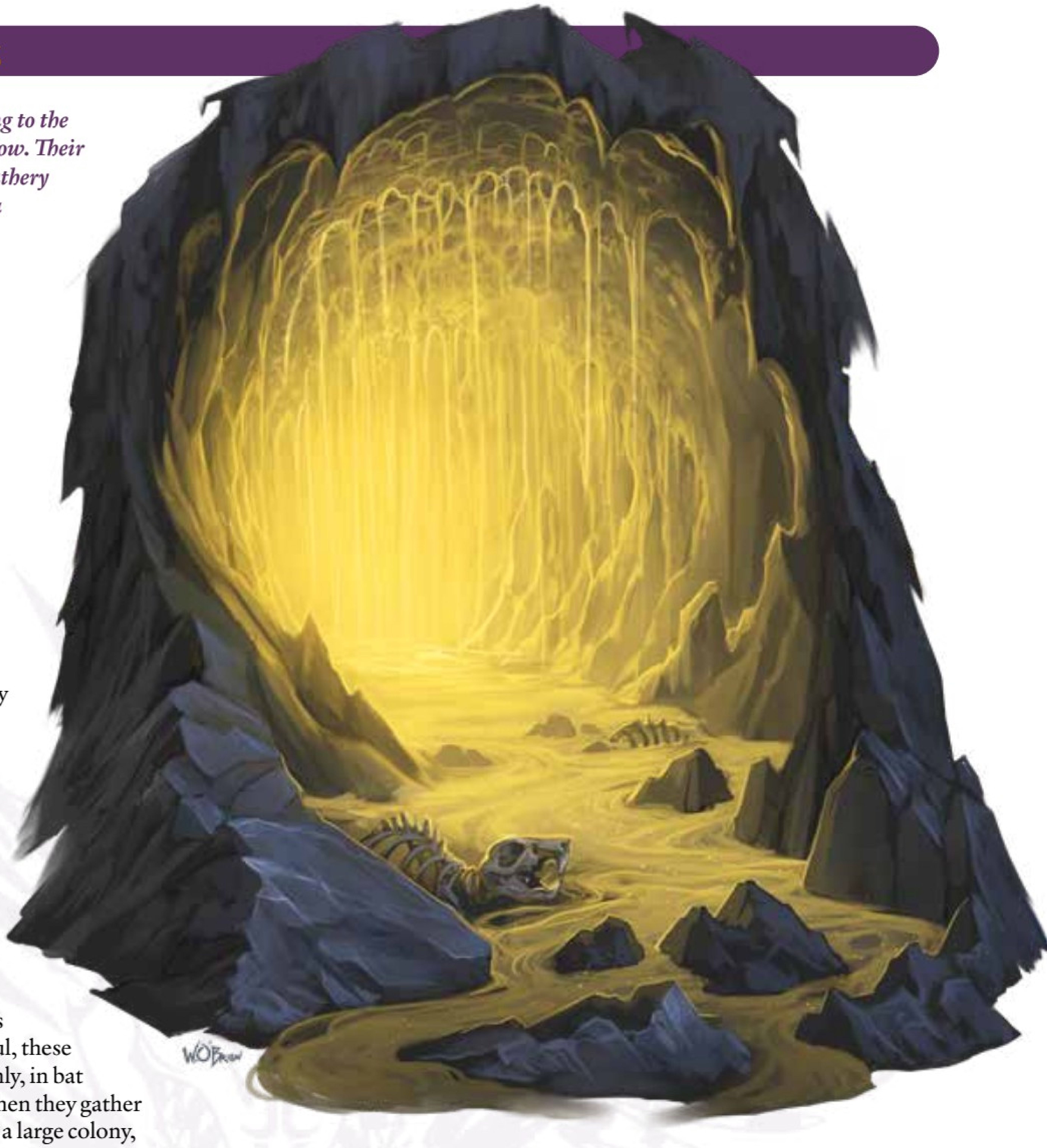
Ram. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 22 (4d8 + 4) bludgeoning damage, and if the target is a Large or smaller creature, it must succeed on a DC 15 Strength saving throw or be knocked prone. If the charger moved at least 10 feet straight toward the target immediately before the hit, the target has disadvantage on the saving throw.

Tentacles. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage plus 14 (4d6) acid damage. If the target is a creature, it must succeed on a DC 15 Constitution saving throw or be paralyzed for 1 minute. The paralyzed creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If the caustic charger attacks a target that is not in the charger's space, the target takes half the acid damage and has advantage on the saving throw.

Bonus Actions

Slurp. The caustic charger feeds on a creature paralyzed by its Tentacles attack. The target must succeed on a DC 15 Constitution saving throw or its hp maximum is reduced by half the amount of acid damage dealt by the Tentacles attack that caused the paralysis, and the charger regains hp equal to that amount. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hp maximum to 0.

Cavelight Moss



These patches of tangled, lacy moss cling to the ceiling, slowly pulsing with an eerie glow. Their stems gently writhe among the soft, feathery mass, dusting the ground below with a twinkling of phosphorescent spores.

Plant Carnivore. Cavelight moss glows with a pale, yellow light, but when agitated, its light changes to an icy blue. Cavelight moss is frequently mistaken for a benign organism, but it hunts living flesh and renders its meals immobile before starting the long process of digestion. A cavelight moss is a collective of smaller life forms patched together and sharing sensations. Barely cognitive, a cavelight moss spends its time positioning itself above well-traveled sections of cavern, feeding on rats, bats, and crawling insects. When it senses larger prey, it slowly and quietly moves toward the creature.

Long-Lived Spores. A cavelight moss can survive for 200 years, shedding luminous spores and consuming vermin. Its spores germinate in the carcasses of its victims, and in lean times, these spores can grow slowly on guano or other areas rich in moisture and organic nutrients.

Rare Colonies. If a cave system has no true protectors and food is plentiful, these creatures congregate—most commonly, in bat colonies of millions of individuals. When they gather this way, cavelight mosses function as a large colony, covering strategic locations where prey roams. When a source of food moves on, the entire colony slowly disperses as well.

Cavelight Moss

Large Plant, Unaligned

Armor Class 15 (natural armor)

Hit Points 95 (10d10 + 40)

Speed 5 ft., climb 15 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	18 (+4)	1 (−5)	13 (+1)	5 (−3)

Damage Resistances acid, cold, fire; slashing from nonmagical attacks

Condition Immunities charmed, deafened, frightened, paralyzed, prone, stunned, unconscious

Senses tremorsense 60 ft., passive Perception 11

Languages —

Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Variable Illumination. The cavelight moss sheds bright light in a 5- to 20-foot radius and dim light for an additional number of feet equal to the chosen radius. The moss can alter the radius as a bonus action.

Actions

Multiattack. The cavelight moss makes two Tendrils attacks. If both attacks hit a Large or smaller creature, the target is grappled (escape DC 15). Until this grapple ends, the target is restrained, and at the start of each of the target's turns, it must succeed on a DC 15 Constitution saving throw or suffer one level of exhaustion. The cavelight moss then gains 5 temporary hp. A creature that succeeds on the saving throw can't suffer further levels of exhaustion from the cavelight moss's grapple for the next 24 hours. The cavelight moss can have only one creature grappled at a time.

Tendrils. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) bludgeoning damage.

Chelicerae

The massive spider stands perched on tall, stilted legs, and the disheveled body of a robed arcanist swings from its clenched mandibles.

Feed on Spellcasters. These massive arachnids are largely confined to great forests and occasional wastelands, although rumors persist of sightings in the dark alleys of magocratic cities, causing trepidation among the spellcasters there. Few creatures pose such a threat to spellcasters as chelicerae.

Carry Their Prey. Walking on high, stilted legs, these creatures resemble gigantic harvesters. More often than not, they are found with the grisly bodies of humanoids dangling from their clenched mandibles.

Cocoon Arcanists. Chelicerae stalk isolated victims, striking with a poisonous bite then pinning the victim within powerful jaws. There, the victim's helpless body can hang for days on end as the chelicerae pursues obscure and eldritch tasks. At best, victims wake up weeks later with no memory of the events, far from home, and drained of vitality and spells. Others are stored immobilized in thick cocoons in a high treetop until their body and mind recover. A few unlucky victims are slain and rise a week later as walking dead that obey and protect the chelicerae.

Chelicerae

Large Aberration, Neutral Evil

Armor Class 16 (natural armor)

Hit Points 153 (18d10 + 54)

Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	17 (+3)	17 (+3)	18 (+4)	15 (+2)	14 (+2)

Saving Throws Dex +6, Wis +5, Cha +5

Skills Acrobatics +6, Athletics +9, Perception +5, Stealth +6

Damage Immunities poison

Condition Immunities charmed, poisoned

Senses darkvision 60 ft., passive Perception 15

Languages understands Common but can't speak

Challenge 7 (2,900 XP)

Proficiency Bonus +3

Magic Resistance. The chelicerae has advantage on saving throws against spells and other magical effects.

Spider Climb. The chelicerae can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Actions

Multiattack. The chelicerae makes one Bite attack and two Claw attacks. It can replace the Bite attack with a use of Spellcasting.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage, and the target must succeed on a DC 15 Constitution saving throw or become poisoned for 1 minute. If the target is a Medium or smaller creature and the chelicerae doesn't have another creature grappled, the target is grappled (escape DC 15). A poisoned target is also unconscious while poisoned in this way. The poisoned target can repeat the saving throw at the end of each of its turns, ending the poisoned condition on itself on a success.

Claw. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 15 (2d8 + 6) slashing damage.

Magical Discharge (Recharge Special). The chelicerae releases some of its stored magical energy in a burst. Each creature within 15 feet of the chelicerae must make a DC 15 Dexterity saving throw, taking 36 (8d8) force damage on a failed save, or half as much damage on a successful one. After using Magical Discharge, the chelicerae can't do so again until it successfully siphons magic from a creature or until it finishes a long rest.

Spellcasting. The chelicerae casts one of the following spells, requiring no material or verbal components and using Intelligence as the spellcasting ability (spell save DC 15):

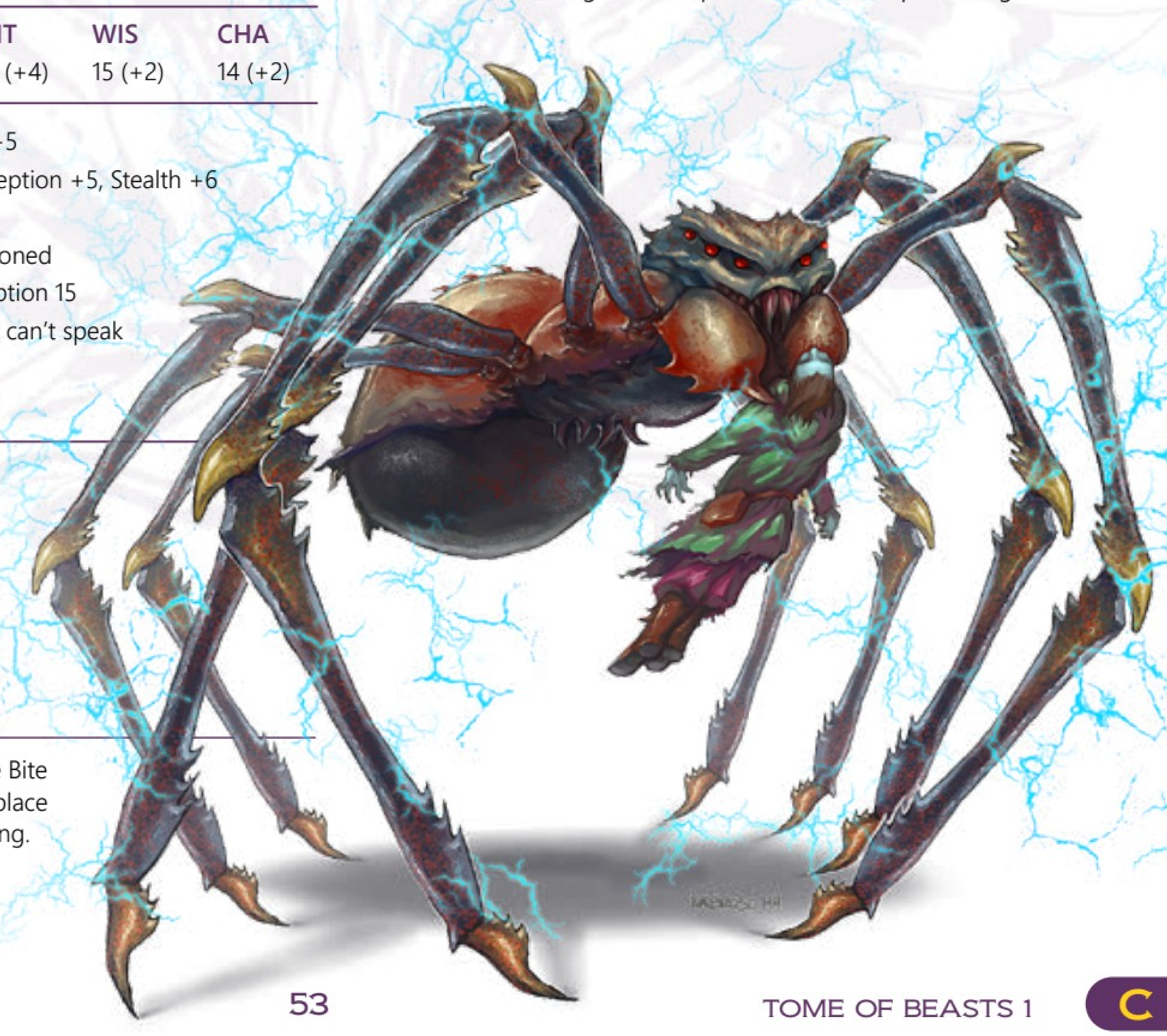
At will: *mage hand*, *minor illusion*

1/day each: *haste*, *hold person*, *invisibility*, *phantasmal killer*

Bonus Actions

Nimble Moves. The chelicerae takes the Dash or Disengage action.

Siphon Magic. The chelicerae siphons magic from a spellcaster it is grappling. The target must succeed on a DC 15 Intelligence saving throw or lose one spell slot of the highest level it can cast. The chelicerae then regains an expended use of its Spellcasting.



Chernomoi

These batwinged fey sport horns, scales, and other minor draconic features.

Dragon Sprites. Chernomoi (which means "lair sprite" in Draconic) often reside discreetly in a dragon lair or dragonborn household, cleaning and tidying up at night and only occasionally keeping a small trinket or shiny gemstone as compensation. They appear as tiny, winged humanoids, dressed in metallic armor made of small coins and semi-precious stones.

Lair Alarms. Chernomoi are terrified of wyverns and never lair anywhere near them. Otherwise, they are very protective of their draconic masters and raise an alarm if an intruder is undetected. They fight with their tiny blades if cornered, though they always flee from danger as a first option—usually straight to a dragon, dragonborn, or drake ally.

Chernomoi

Tiny Fey, Neutral

Armor Class 14

Hit Points 32 (5d4 + 20)

Speed 20 ft., fly 20 ft.

STR	DEX	CON	INT	WIS	CHA
9 (−1)	18 (+4)	18 (+4)	12 (+1)	11 (+0)	16 (+3)

Skills Acrobatics +6, Perception +2, Stealth +6

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

Senses darkvision 60 ft., passive Perception 12

Languages Common, Draconic, Sylvan

Challenge 1 (200 XP) **Proficiency Bonus** +2

Actions

Scimitar. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

Shriek (Recharge 5–6). The chernomoi emits a loud shriek that is audible out to 100 feet. Each creature within 60 feet of the chernomoi and that can hear it must make a DC 13 Constitution saving throw, taking 10 (3d6) thunder damage on a failed save, or half as much damage on a successful one.

Invisibility. The chernomoi magically turns invisible until it attacks or uses Spellcasting, or until its concentration ends (as if concentrating on a spell). Any equipment the chernomoi wears or carries is invisible with it.

Spellcasting. The chernomoi casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 13):

At will: *detect magic, mage hand, mending, message, prestidigitation*

1/day each: *detect poison and disease, dimension door*

Chernomoi in Midgard

Dragons of the Mharoti Empire consider chernomoi cute guardian pets and treat them roughly the way humans treat a parrot or other pet bird. In some cases, chernomoi serve elder dragons as familiars and messengers, dressed in dazzling armor made of gemstones. Chernomoi familiars and messengers are as much valued companions as they are a visible sign of their master's wealth and power.

Child of the Briar

Its eyes gleam like polished walnuts, and its sly smile seems oddly placed on the tiny body, covered in spikes and thorns. The creature's waist is no thicker than a clenched fist, and its sinuous arms are no wider than a finger but twice the length of its body.

Born of Magic. Children of the briar are a frequent nuisance to fey and mortal alike. They grow in deep briar patches in forest clearings or along sunny hillsides and riverbanks. More rarely, they spawn when a sorcerer or magical creature's blood is spilled on the forest floor, or when summoned into being by obscure druidic items of power.

Thorn Fortresses. Despite their size, children of the briar gather in great numbers, cultivating ancient forest thickets into veritable fortresses. Wise men flee when they hear the clicking language in the underbrush, for children of the briar have the capricious wickedness of spiteful children and a taste for blood.

Spies and Scouts. From their lairs, children of the briar creep far and wide to spy on the forest's inhabitants, sometimes using spiders, monstrous centipedes, and giant dragonflies as mounts. They converse with travelers bearing interesting news, but their words are thorned with gleeful malice, jealous bile, and lies. They are not above murder. They trade news and gossip for trinkets, favors, and drops of spilled blood.

Fey Blessed. The fey have long used children of the briar as spies and informants.The power of the fey courses through their veins, allowing them to work simple magical tricks and slip between the mortal and fey realms with relative ease.

Child of the Briar

Tiny Plant, Neutral Evil

Armor Class 13

Hit Points 50 (20d4)

Speed 20 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
6 (−2)	17 (+3)	11 (+0)	13 (+1)	10 (+0)	14 (+2)

Skills Perception +4, Stealth +7

Damage Vulnerabilities fire

Senses darkvision 60 ft., passive Perception 14

Languages Briarclick, Common, Sylvan

Challenge 1 (200 XP) **Proficiency Bonus** +2

Fey Ancestry. The child of the briar has advantage on saving throws against being charmed, and magic can't put it to sleep.

Actions

Multiattack. The child of the briar makes two Claw attacks. If both attacks hit a Medium or smaller creature, the target is grappled (escape DC 13). At the start of each of the grappled creature's turns, it takes 2 (1d4) piercing damage. The child of the briar can have only one target grappled at a time.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Spitdart Tongue (Recharge 4–6). *Ranged Weapon Attack:* +5 to hit, range 20/60 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Entangle. While within 10 feet of at least one other child of the briar, this child can cast the *entangle* spell (spell save DC 13). Each friendly child of the briar within 30 feet of this child can use its reaction to join the casting. For each child beyond the first participating in the casting, the save DC increases by 1, to a maximum of DC 17, and the size increases by 5 feet, to a maximum of a 40-foot square. The entangled area must include at least one of the children involved in the casting. All participating children of the briar are immune to the spell's effects.

Chronalmental

A chronalmental is difficult to pin down, and it may appear as a large man-shaped absence in the air that reveals first a field of stars, then a contorted rainbow of colored bands, then a brilliant white light, strobing in and out of existence.

Fluid as Time. Shifting between the past, present, and future, chronalmentals are formed from temporal energy. They flow like sand in an hourglass and exist between the ticks of a clock. The first chronalmentals were forged from extra time left over from the beginning of the universe. Many served as shock troopers in unfathomable wars between angels and fiends or gods and ancient titans. Most were lost between seconds or abandoned to drift in the Astral Plane or in the void between the stars.

Stewards of Calamity. Locations of historical significance—both past and future—attract chronalmentals. They have a fondness for battlefields and other sites of strife. Because they are drawn to noteworthy places, chronalmentals have a reputation as harbingers of calamity, and their presence may incite panic among scholars, priests, and sages.

Environmental Chaos. Whatever the terrain, the environment behaves strangely around the chronalmental. Collapsed walls might suddenly rise, seedlings become massive trees, and fallen soldiers relive their dying moments. These changes occur randomly, a side effect of a chronalmental's presence. Things return to normal when they depart.

Chronalmental

Large Elemental, Neutral

Armor Class 17 (natural armor)

Hit Points 142 (15d10 + 60)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14(+2)	20 (+5)	19 (+4)	9 (−1)	13 (+1)	6 (−2)

Damage Immunities poison; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, restrained, unconscious

Senses darkvision 60 ft., passive Perception 11

Languages Celestial, Infernal

Challenge 8 (3,900 XP) **Proficiency Bonus** +3

Elemental Nature. The chronalmental doesn't require air, food, drink, or sleep.

Temporal Body. When a chronalmental is subjected to a *slow* spell, *haste* spell, or similar effect, it automatically succeeds on any saving throws required by the spell or effect and regains 13 (3d8) hp.

Actions

Multiattack. The chronalmental makes three Slam attacks.

Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 5) bludgeoning damage.

Steal Time (1/Day). The chronalmental steals time from one creature it can see within 30 feet of it, drawing the stolen time into itself. The target must make a DC 16 Wisdom saving throw. On a failure, the target's speed is halved, and it can take either an action or a bonus action on its turn, but not both for 1 minute. Then, the chronalmental's position in the initiative order increases by 10, its speed increases by 30 feet, and when it takes the Multiattack action, it can make one additional Slam attack. The target can repeat the saving throw at the end of each of its turns, ending the effects on itself and the chronalmental on a success.

Displace (Recharge 5–6). The chronalmental sends one creature it can see within 30 feet of it outside of the flow of time, shunting the creature to a tiny demiplane. The target must succeed on a DC 16 Wisdom saving throw or be stunned and magically shunted outside of time for 1 minute. The creature disappears for the duration, returning to the space it previously occupied, or the nearest unoccupied space, when the effect ends. At the end of each of its turns, the target can repeat the saving throw, ending the effect on itself on a success.

Reactions

Step Between Seconds (Recharge 4–6). When a creature the chronalmental can see moves within 5 feet of it, the chronalmental can teleport, along with any equipment it is wearing or carrying, to an unoccupied space within 60 feet that it occupied within the past minute.

Cikavak

A dark gray comb flops atop the head of this remarkably ugly bird, and shapeless wattles dangle from its throat.

Dagger Beaks. Cikavaks use their elongated, dull-gray beaks to draw up nectar and other fluids—or to stab with the force of a dagger. Although it requires great effort to call up these homely birds, the magic is surprisingly common, known among peasants and townsfolk as well as mages. Once summoned, they remain faithful to their masters until death. While cikavaks don't speak, they comprehend the Common tongue and can speak with animals to help their master. They often magically silence the cries of more melodious birds.

Potion Pouches. Cikavaks possess another odd ability: when fully distended, their ventral pouches hold up to half a gallon of almost any liquid. These resilient pouches take little or no damage from their contents, holding potions without ingesting them or even carrying acid without injury. Thieves make use of this ability, directing the birds to siphon up liquids, stealing honey from neighbors' beehives, as well as milk, beer, and wine. The most audacious thieves send their birds into magicians' towers, alchemists' shops, or the local apothecary to seize mercury, phlogiston, and more exotic substances. The cikavaks carry these stolen fluids back to their owners in their pouches. While normally strong flyers, when laden with liquids, their flight is clumsy at best.

Folk Conjuration. To call a cikavak with folk magic rituals, a character must gather an egg from a black hen as well as 30 gp worth of herbs and colored chalks. Cast at sunset, the folk ritual requires half an hour and a successful DC 15 Intelligence (Arcana) check. The material components can be used multiple times, until the ritual succeeds. The hen's egg must then be carried and kept warm for 40 days. During this time, the ritual's caster must not bathe or be subject to any spell effects. The ritual's feeble magic is immediately dispelled if the ritual's caster uses any other sort of magic item or casts a spell while incubating the egg.

Cikavak

Tiny Fey, Neutral

Armor Class 12

Hit Points 17 (7d4)

Speed 10 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
4 (−3)	15 (+2)	10 (+0)	12 (+1)	12 (+1)	4 (−3)

Skills Perception +5, Stealth +6

Damage Resistances acid, fire, poison

Senses darkvision 60 ft., passive Perception 15

Languages understands Common but can't speak

Challenge 1/8 (25 XP) **Proficiency Bonus** +2

Limited Telepathy. The cikavak can magically communicate simple ideas, emotions, and images telepathically with any creature that touches it and that can understand a language.

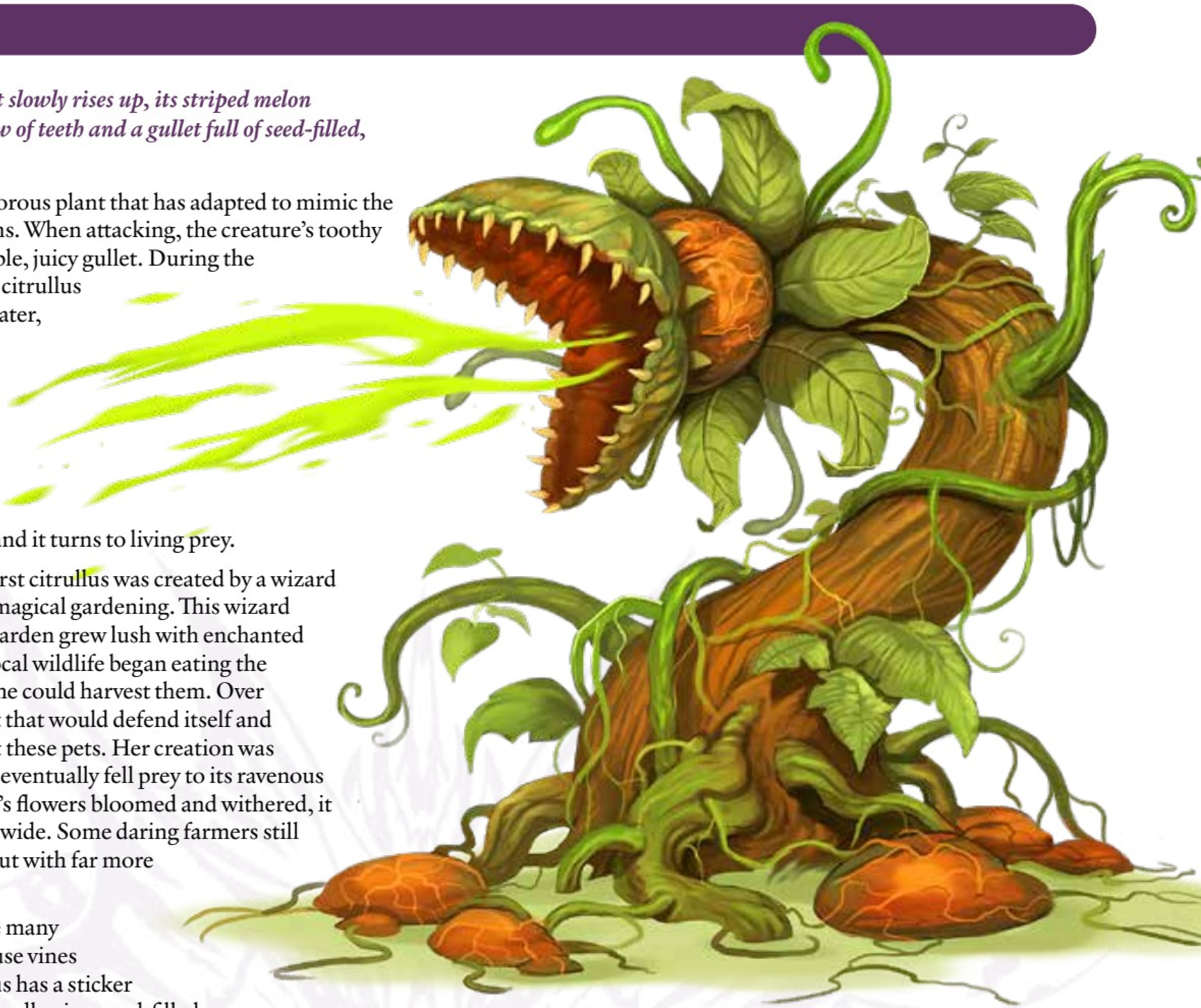
Speak with Beasts. The cikavak can communicate with Beasts as if they shared a language.

Actions

Beak. *Melee Weapon Attack:* +4 to hit, range 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Silencing Squawk (Recharge 6). The cikavak lets out a magical squawk in a 30-foot cone. Each creature in that area must succeed on a DC 11 Constitution saving throw or be deafened and unable to speak for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Citrullus



The humble melon plant slowly rises up, its striped melon splitting to reveal a maw of teeth and a gullet full of seed-filled, oozing fruit flesh.

The citrullus is a carnivorous plant that has adapted to mimic the guise of ordinary melons. When attacking, the creature's toothy mouth reveals its horrible, juicy gullet. During the first stage of its life, the citrullus grows from sunlight, water, and the nutrients from decaying animals and plants. Once it reaches a few feet in size, these elements are no longer enough to sustain its hunger for growth, and it turns to living prey.

Pest Control. The first citrullus was created by a wizard with a keen interest in magical gardening. This wizard discovered that as her garden grew lush with enchanted fruits and vegetables, local wildlife began eating the magical plants before she could harvest them. Over time, she created a fruit that would defend itself and the other plants against these pets. Her creation was such a success, that she eventually fell prey to its ravenous hunger. As the citrullus's flowers bloomed and withered, it spread its seeds far and wide. Some daring farmers still use this tactic today—but with far more caution.

Juicy Demise. Unlike many sentient plants, which use vines to trap prey, the citrullus has a sticker solution. It can spew an adhesive, seed-filled fluid at creatures it considers to be an easy meal. Once a creature is trapped, the seeds sprout small creepers that drag the creature back to the maw of the citrullus. Many people believe that eating the seeds of the citrullus causes the plant to grow in the stomach of the consumer, but this rumor has been debunked by alchemists who use the seeds to craft antacid cocktails for upset stomachs and *potions of acid resistance*.

Citrullus

Medium Plant, Unaligned

Armor Class 15 (natural armor)

Hit Points 85 (10d10 + 30)

Speed 15 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (−1)	16 (+3)	3 (−4)	10 (+0)	1 (−5)

Damage Vulnerabilities bludgeoning

Damage Immunities acid

Senses blindsight 30 ft., passive Perception 10

Languages —

Challenge 3 (700 XP) **Proficiency Bonus** +2

False Appearance. While the citrullus remains motionless, it is indistinguishable from a normal melon plant.

Gush. When the citrullus takes bludgeoning damage, sticky juice splashes out of it. If the attacker is within 30 feet of the citrullus, the attacker must succeed on a DC 13 Dexterity saving throw or be restrained by the sticky juice as if it had failed a saving throw against the plant's Bile Spray action.

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 18 (4d6 + 4) piercing damage plus 7 (2d6) acid damage.

Bile Spray (Recharge 5–6). The citrullus exhales pink bile in a 30-foot cone. Each creature in that area must make a DC 13 Dexterity saving throw. On a failure, the creature takes 14 (4d6) acid damage and is restrained by the sticky seed-filled juice for 1 minute. On a success, the creature takes half the damage and isn't restrained. A creature, including the restrained creature, can take its action to free the restrained creature by succeeding on a DC 13 Strength check.

Bonus Actions

Creeping Seedlings. The seeds in the sticky juice grow viny tendrils and drag each creature restrained by Bile Spray and Gush up to 25 feet straight toward the citrullus.

Clockwork Abomination

The pile of debris and scrap on the ground suddenly rises, revealing a large insectoid form with smoke rising between the plates of its hide. Its many orange-yellow eyes shine like dim lanterns and reveal no hint of expression or intent.

Bound Devils. Clockwork abominations result from ill-considered attempts to bind lesser devils into clockwork or steam-driven constructs. The disciplines of devil-binding and engineering seemingly do not mix well, and the results are typically disastrous. Every now and then, however, something goes right, and a clockwork abomination is created.

Junk Collectors. Clockwork abominations are canny enough to collect bits of old wagons, tools, or machinery as camouflage. Motionless among such debris and with a deceptively long reach due to pistons in their limbs, they can surprise foes with a sudden attack.

Sadistic Machines. Malevolent in the extreme, these fiendish automatons are frustrated by the limits of their forms, and they delight in inflicting suffering on others. Constantly seeking to break free of their creators' control, the most they can be entrusted to do is serve as a guardian or to attack something.

Clockwork Abomination

Large Construct, Lawful Evil

Armor Class 16 (natural armor)

Hit Points 76 (8d10 + 32)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	12 (+1)	18 (+4)	10 (+0)	10 (+0)	12 (+1)

Saving Throws Dex +4 Con +7

Skills Athletics +8, Perception +3, Stealth +4

Damage Resistances acid, cold, fire; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 13

Languages Common, Infernal

Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Construct Nature. The clockwork abomination doesn't require air, food, drink, or sleep.

Explosive Infernal Power Source. When a clockwork abomination is destroyed, its infernal battery explodes. Each creature within 10 feet of the abomination must make a DC 14 Dexterity saving throw, taking 14 (4d6) fire damage on a failed save, or half as much damage on a successful one. The explosion ignites flammable objects in the area that aren't being worn or carried.

Immutable Form. The clockwork abomination is immune to any spell or effect that would alter its form.

Magic Resistance. The clockwork abomination has advantage on saving throws against spells and other magical effects.

Unstoppable. Moving through difficult terrain doesn't cost the clockwork abomination extra movement, and its speed can't be reduced.

Actions

Multiattack. The clockwork abomination makes one Bite attack and one Slam attack.

Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage plus 7 (2d6) fire damage.

Slam. *Melee Weapon Attack:* +8 to hit, reach 15 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage.

Fire Breath (Recharge 5–6). The clockwork abomination's infernal power source allows it to breathe fire in a 30-foot cone. Each creature in the area must make a DC 14 Dexterity saving throw, taking 21 (6d6) fire damage on a failed save, or half as much damage on a successful one.

Clockwork Beetle

Gleaming metal and whirring gears make up the form of this elaborate mechanical insect the size of a housecat.

Bejeweled Familiars. Forged by talented jewelers and sold to gear-mages and aristocrats, clockwork beetles are highly prized as familiars. Although normally created in the form of metal beetles, their appearance can vary greatly. Some resemble incandescent ladybugs while others have razor-sharp horns reminiscent of deadly stag beetles. Some are fashioned as darkling beetles with prehensile antennae, and even weevil-like designs have been spotted. In the southern deserts, scarab beetle patterns are particularly prized.

Hidden Timers. The most talented gear-mages occasionally design a clockwork beetle with a hidden countdown clock that silently ticks down over years or even decades. When the counter expires, it triggers a mechanical metamorphosis, causing the beetle to rapidly transform into a completely different clockwork creature—a wondrous surprise known only to the original designer.

Freed But Foolish. Clockwork beetle swarms form when several of the creatures break free of their creators and bond together in a noisy mass of clattering, mechanical parts. Severed from the bonds of their creators, the swarm lacks the telepathy of singular clockwork beetles and has a reduced mental capacity.

Clockwork Beetle

Tiny Construct, Unaligned

Armor Class 14 (natural armor)

Hit Points 20 (8d4)

Speed 30 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
8 (−1)	16 (+3)	10 (+0)	4 (−3)	12 (+1)	7 (−2)

Saving Throws Dex +5

Skills Stealth +5

Damage Immunities poison, psychic

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 11

Languages understands the languages of its creator but can't speak

Challenge 1/2 (100 XP) **Proficiency Bonus** +2

Construct Nature. The clockwork beetle doesn't require air, food, drink, or sleep.

Immutable Form. The clockwork beetle is immune to any spell or effect that would alter its form.

Limited Telepathy. The clockwork beetle can magically transmit simple messages and images to its owner, provided the owner is within 100 feet of it.

Magic Resistance. The clockwork beetle has advantage on saving throws against spells and other magical effects.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, and the target must make a DC 10 Constitution saving throw, taking 5 (2d4) poison damage on a failed save, or half as much damage on a successful one.

Clockwork Beetle Swarm

Large Swarm of Tiny Constructs, Unaligned

Armor Class 14 (natural armor)

Hit Points 52 (8d10 + 8)

Speed 30 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
8 (−1)	16 (+3)	12 (+1)	1 (−5)	12 (+1)	7 (−2)

Damage Resistances bludgeoning, piercing, slashing

Damage Immunities poison, psychic

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained, stunned

Senses darkvision 60 ft., passive Perception 11

Languages —

Challenge 3 (700 XP) **Proficiency Bonus** +2

Construct Nature. As the clockwork beetle.

Magic Resistance. As the clockwork beetle.

Swarm. The swarm can occupy another creature's space and vice versa, and it can move through any opening large enough for a Tiny Construct. The swarm can't regain hp or gain temporary hp.

Actions

Bites. *Melee Weapon Attack:* +5 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 18 (4d8) piercing damage, or 9 (2d8) piercing damage if the swarm has half of its hp or fewer, plus 3 (1d6) poison damage.

Clockwork Hound

This black, mechanical hunting dog keeps its nose to the ground sniffing and whuffling. Gleaming teeth fill its metal mouth.

Ticking Bloodhounds. Partners to clockwork huntsmen (see page 62), these black hounds follow the trails of criminals, escaped slaves, and other unfortunates. Their infused spirits are those of hunting hounds, and their animating magic allows them to follow a scent with preternatural speed and accuracy.

Toy Variants. Some claim the infusion of animal spirits into clockwork hounds was one of the great arcane discoveries that made the creation of the gearforged possible; others say that it only made clockwork mages rich. Certainly, the earliest hounds were built for work and war, but recent varieties also include some that are deceptively big-eyed and painted as children's toys or to match a young aristocrat's favorite outfit.

Serve the Rulers. Despite this brief flirtation with fashion, most clockwork hounds continue to serve town watches, royal huntsmen, road wardens, moneylenders, and criminal gangs as loyal trackers and guards.

Clockwork Hound

Medium Construct, Unaligned

Armor Class 12

Hit Points 71 (11d8 + 22)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	14 (+2)	1 (−5)	10 (+0)	1 (−5)

Saving Throws Dex +4, Con +4

Skills Athletics +7, Perception +4

Damage Immunities poison, psychic

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 14

Languages understands Common but can't speak

Challenge 2 (450 XP) **Proficiency Bonus** +2

Construct Nature. The clockwork hound doesn't require air, food, drink, or sleep.

Diligent Tracker. The clockwork hound has advantage on Wisdom (Perception) and Wisdom (Survival) checks that rely on scent or that are made to find a creature.

Explosive Core. The mechanism that powers the hound explodes when the Construct is destroyed. Each creature within 5 feet of the hound when it is destroyed must make a DC 12 Dexterity saving throw, taking 7 (2d6) fire damage on a failed save, or half as much damage on a successful one.

Immutable Form. The clockwork hound is immune to any spell or effect that would alter its form.

Magic Resistance. The clockwork hound has advantage on saving throws against spells and other magical effects.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 14 (2d10 + 3) piercing damage.

Tripping Tongue. *Melee Weapon Attack:* +5 to hit, reach 15 ft., one target. *Hit:* 12 (2d8 + 3) slashing damage, and the target must succeed on a DC 13 Strength saving throw or be knocked prone.

Clockworks in Midgard

Clockwork magic in Midgard is common in the Free City of Zobeck and other advanced towns and cities. Devices made with such magic are commonly as much status symbol as functional tool. The Gear Goddess Rava smiles on all such creations, and destroying them is an affront to her sense of balance and industry—smashing a clockwork is said to be quite unlucky. Gear mages practice a school of clockwork magic that creates and sustains many such devices.

Clockwork Huntsman

The mechanical soldier is clad in flat-black armor, and beneath its breastplate, gears tick and whir.

Slave Hunters. These metal huntsmen were once the province of corrupt aristocrats, running down escaped slaves and tracking prey in hunting expeditions. Their masters may vary, but the clockwork huntsmen still perform when called upon. In some places, they operate only on the command of the secret police, hunting down persons of interest wanted for questioning. Huntsmen may operate alone, but usually they seek their quarry in a group of two or three. Because they are unsleeping and tireless, few can hide from them long without magical assistance.

Despised Machines. Clockwork huntsmen stand nearly six feet tall and weigh 400 pounds. They are painted matte black with mithral trim and occasionally outfitted with armor or a black steel blade for added intimidation. Common folk detest them; all but their keepers and commanders shun them.

Obedient to Orders. Bound with specific instructions, clockwork huntsmen patrol, stand sentry, or remain unmoving as ordered, always paying attention, alert to their surroundings. Clockwork huntsmen are unrelenting and single-minded in their missions, focusing on particular targets—priests, spellcasters, or heavily armored intruders, as directed. Oblivious to injury, clockwork huntsmen attack until destroyed or ordered to stand down.

Clockwork Huntsman

Medium Construct, Unaligned

Armor Class 14 (natural armor)
Hit Points 99 (18d8 + 18)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	12 (+1)	4 (−3)	10 (+0)	1 (−5)

Saving Throws Str +5, Dex +4
Skills Perception +4, Survival +4
Damage Immunities poison, psychic
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 60 ft., passive Perception 14
Languages understands Common but can't speak
Challenge 3 (700 XP) **Proficiency Bonus** +2

Construct Nature. The clockwork huntsman doesn't require air, food, drink, or sleep.

Explosive Core. The mechanism that powers the huntsman explodes when the construct is destroyed, projecting superheated steam and shrapnel. Each creature within 5 feet of the huntsman when it is destroyed must make a DC 13 Dexterity saving throw, taking 10 (3d6) fire damage on a failed save, or half as much damage on a successful one.

Immutable Form. The clockwork huntsman is immune to any spell or effect that would alter its form.

Magic Resistance. The clockwork huntsman has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The clockwork huntsman makes one Slam attack and two Longsword attacks. It can replace its Slam attack with a Net Cannon attack.

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage.

Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage.

Net Cannon (4/Day). *Ranged Weapon Attack:* +4 to hit, range 10/20 ft., one target. *Hit:* If the target is a Large or smaller creature, it is restrained. A mechanism within the clockwork huntsman's chest can fire a net with a 20-foot trailing cable anchored within its chest. A creature, including the restrained creature, can take its action to free the restrained creature by succeeding on a DC 10 Strength check. Alternatively, dealing 5 slashing damage to the net (AC 10) frees the creature.

Bonus Actions

Reel. The clockwork huntsman pulls a creature restrained by its net up to 15 feet straight toward it.

Clockwork Myrmidon

This hulking brass and iron creature resembles a giant suit of plate armor. A constant growl issues from its midsection. Its squat head wears an angry expression, and it moves with powerful, determined grace.

Elite Machines. Clockwork myrmidons are heavily armored at their joints and at most vital parts. They are much too valuable to undertake patrols or menial labor, and are unleashed only for dangerous situations that clockwork watchmen (see page 64) cannot handle.

Single Targets. A clockwork myrmidon defends itself but does not initiate combat unless so directed by its master. When it does enter battle, a clockwork myrmidon is unrelenting and single-minded. It attacks one particular target until that foe surrenders, escapes, or is defeated. Unless given other instructions, a clockwork myrmidon attacks whatever enemy is closest to it. A clockwork myrmidon attacks until destroyed or ordered to stand down.

Alchemical Tricks. A clockwork myrmidon is always outfitted with alchemical fire, acids, grease, and other special devices. An alchemist is required to keep one running well.

Clockwork Myrmidon

Large Construct, Unaligned

Armor Class 16 (natural armor)

Hit Points 136 (16d10 + 48)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	16 (+3)	6 (−2)	10 (+0)	1 (−5)

Saving Throws Str +8, Dex +5

Skills Athletics +8, Perception +6

Damage Immunities poison, psychic

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 16

Languages understands Common but can't speak

Challenge 6 (2,300 XP)

Proficiency Bonus +3

Alchemical Fireball. The clockwork myrmidon's alchemical flame reservoir explodes when the construct is destroyed, spraying nearby creatures with burning fuel. Each creature within 10 feet of the myrmidon when it is destroyed must make a DC 16 Dexterity saving throw, taking 14 (4d6) fire damage on a failed save, or half as much damage on a successful one. This explosion doesn't occur if the clockwork myrmidon has already fired its alchemical flame jet four times.

Construct Nature. The clockwork myrmidon doesn't require air, food, drink, or sleep.

Immutable Form. The clockwork myrmidon is immune to any spell or effect that would alter its form.

Magic Resistance. The clockwork myrmidon has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The clockwork myrmidon makes one Slam attack and two Heavy Pick attacks. It can replace both Heavy Pick attacks with a use of its Alchemical Flame Jet.

War Pick. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage.

Slam. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 11 (1d12 + 5) bludgeoning damage.

Alchemical Flame Jet (4/Day). The clockwork myrmidon spews a jet of alchemical fire in a 30-foot line that is 5 feet wide. Each creature in the line must make a DC 16 Dexterity saving throw, taking 14 (4d6) fire damage on a failed save, or half as much damage on a successful one.

Bonus Actions

Grease Spray (4/Day). The clockwork myrmidon's chest fires a spray of alchemical grease on a point on the ground within 30 feet of it. The grease covers a 10-foot square centered on that point, and the area is difficult terrain. Each creature standing in the area must succeed on a DC 16 Dexterity saving throw or fall prone. A creature that enters the area or ends its turn there must also succeed on a DC 16 Dexterity saving throw or fall prone.

Clockwork Watchman

This mechanical being's body is composed of brass and iron, bedecked in a loose uniform of the city watch. Its movements are slow but steady.

Lightly Armored Servants. Clockwork watchmen are more solidly built versions of common clockwork scullions (servant creations in wealthy households that are incapable of combat). Proper clockwork watchmen are built with iron parts instead of tin and given keener senses. Many have small bits of armor covering their joints and vital parts.

Constant Rounds. They endlessly patrol the city day and night, pausing only to receive maintenance and new boots.

Shouts & Stutters. Their speech is slow and halting, but their distinctive shouts and whistles bring human guards at a run.

Clockwork Watchman

Medium Construct, Unaligned

Armor Class 14 (natural armor)

Hit Points 44 (8d8 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	12 (+1)	5 (−3)	10 (+0)	1 (−5)

Saving Throws Con +3

Skills Athletics +4, Perception +4

Damage Immunities poison, psychic

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 14

Languages Common

Challenge 1/2 (100 XP) **Proficiency Bonus** +2

Construct Nature. The clockwork watchman doesn't require air, food, drink, or sleep.

Immutable Form. The clockwork watchman is immune to any spell or effect that would alter its form.

Magic Resistance. The clockwork watchman has advantage on saving throws against spells and other magical effects.

Actions

Halberd. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 7 (1d10 + 2) slashing damage.

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage.

Net Cannon (4/Day). *Ranged Weapon Attack:* +3 to hit, range 10/20 ft., one target. *Hit:* If the target is a Large or smaller creature, it is restrained. A mechanism within the clockwork watchman's chest can fire a net with a 20-foot trailing cable anchored within the watchman's chest. A creature, including the restrained creature, can take its action to free the restrained creature by succeeding on a DC 10 Strength check. Alternatively, dealing 5 slashing damage to the net (AC 10) frees the creature.

Bonus Actions

Reel. The clockwork watchman pulls a creature restrained by its net up to 15 feet straight toward it.

Clockwork Weaving Spider

This mechanical spider has long, spindly legs, including one equipped with a sharp blade that's disproportionately large for the creature's body.

Cloth Makers. These tiny, useful devices are a boon to weavers as they help produce clothing. They also sometimes serve as spies and defenders, for nothing is so invisible as a simple machine making cloth, day in and day out. As their name implies, these devices resemble large spiders but with ten limbs instead of eight. Two of their legs are equipped with loops or crooks useful in guiding thread on a loom, six are for moving and climbing, one is for stitching and extremely fast needlework, and one has a razor-sharp blade used to trim thread or cloth (or for attacking foes).

Throw Poison. Weaving spiders rarely initiate combat unless directed to by their owners, but they instinctively defend themselves, their masters, and other weavers. A weaving spider throws its poisoned shuttle at the nearest foe, then climbs along the strand to attack that foe. Weaving spiders fight until destroyed or ordered to stand down. When spying, they flee as soon as they are threatened, to preserve whatever information they have gathered.

Clockwork Weaving Spider

Tiny Construct, Unaligned

Armor Class 15 (natural armor)

Hit Points 30 (12d4)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	10 (+0)	9 (−1)	8 (−1)	8 (−1)

Skills Acrobatics +5, Perception +3

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 13

Languages understands Common but can't speak

Challenge 1 (200 XP) **Proficiency Bonus** +2

Construct Nature. The weaving spider doesn't require air, food, drink, or sleep.

Immutable Form. The weaving spider is immune to any spell or effect that would alter its form.

Magic Resistance. The weaving spider has advantage on saving throws against spells and other magical effects.

Unmaking. The weaving spider's speed and its slim, sharp blade can slice cloth, leather, and paper into scraps very quickly. Whenever a weaving spider's Trimming Blade attack roll exceeds the target's Armor Class by 5 or more, the target must succeed on a DC 13 Dexterity saving throw or one nonmagical cloth, leather, or paper object on the target becomes damaged and unusable until repaired. This effect can deface or ruin clothing, backpacks, journals, and similar objects, but it can't destroy armor.

Actions

Multiattack. The clockwork weaving spider makes two Trimming Blade attacks or two Poisoned Needle Shuttle attacks.

Trimming Blade. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) slashing damage.

Poisoned Needle Shuttle. *Ranged Weapon Attack:* +5 to hit, range 30 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage, and the target must succeed on a DC 13 Constitution saving throw or become paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Clockwork Weaving Spiders in Midgard

Weaving spiders are built by priests of Rava and imbued with her divine energy, although their shells and armatures are made by the Arms and Armory Guild and the Geargrinders Guild, respectively. They are maintained, operated, and directed by the Honorable Order of Weavers in the Free City of Zobeck, and it is believed that weaving spiders sometimes serve as vessels for a Norn or a skein witch (see page 328) to speak to humans.

Clurichaun

Around a corner in the wine cellar stumbles a tiny, surly man carrying an open bottle of wine. He has a bushy beard and wears a rumpled, red overcoat over a dirty white shirt and knee-length red trousers with blue stockings and silver-buckled shoes. A cap made from leaves stitched together with gold thread slouches atop his head, and he reeks of stale beer and wine.

Drunks in the Cellar. Clurichauns are mean-spirited, alcohol-loving fey that plague butteries and wine cellars. These drunken fey were once leprechauns, but they long ago forsook a life of toil for one of solitary debauchery. Now they spend every night drinking, warbling off-key, and tormenting their hapless hosts with cruel pranks. However, if the clurichaun's host keeps him or her well supplied with a favorite libation and otherwise leaves him or her alone, the clurichaun protects their wine cellars from thieves, drunkards, or worse—becoming quite vigorous when they feel the security of the cellars is threatened in any way. They have a particular hatred for rum gremlins (see page 223) and for other clurichauns.

Contest Evictions. Most people can't tolerate or afford a clurichaun's presence for long. Unfortunately, attempts to drive them off usually result in the spiteful clurichaun going on a destructive rampage and spoiling any remaining wine. The best way to evict a clurichaun is to challenge him or her to a drinking contest. A clurichaun can't abide losing to a mortal and if defeated by one, slinks away in shame, never to be seen again. This is a risky option, because clurichauns can drink prodigiously with little ill effect.

Small Brawlers. While clurichauns aren't averse to an old-fashioned tavern brawl, they rely mainly on their magic to protect themselves. Creatures under a clurichaun's spell feel and act as if they were intoxicated, complete with hangovers the next morning!

Clurichaun

Tiny Fey, Chaotic Neutral

Armor Class 14 (Clurichaun's Luck)

Hit Points 22 (4d4 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	16 (+3)	10 (+0)	8 (−1)	16 (+3)

Saving Throws Con +5

Skills Perception +1, Stealth +3

Condition Immunities frightened, poisoned

Senses darkvision 60 ft., passive Perception 11

Languages Common, Elvish, Sylvan

Challenge 1/4 (50 XP) **Proficiency Bonus** +2

Clurichaun's Luck. While the clurichaun is conscious and wearing no armor and wielding no shield, it adds its Charisma modifier to its AC (included above).

Magic Resistance. The clurichaun has advantage on saving throws against spells and other magical effects.

Actions

Improvised Weapon. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 3 (1d4 + 1) bludgeoning, piercing, or slashing damage, depending on the weapon.

Slam. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) bludgeoning damage.

Bawdy Remark. *Ranged Spell Attack:* +5 to hit, range 30 ft., one creature. *Hit:* 5 (1d4 + 3) psychic damage, and the target must succeed on a DC 13 Wisdom saving throw or be incapacitated until the end of its next turn as it doubles over in laughter or freezes up in embarrassment (the target's choice).

Spellcasting. The clurichaun casts one of the following spells, requiring alcohol as the only material component and using Charisma as the spellcasting ability (spell save DC 13):

At will: *mending*, *purify food and drink*

1/day each: *blur*, *heroism*, *suggestion*

Cobbleswarm

The paving stones underfoot suddenly lurch and tumble over one another. Thousands of tiny limbs, pincers, and stingers break from the stony surface and frantically scuttle forward.

A cobbleswarm is made up of tiny, crablike creatures with smooth, stony shells. Individually they are referred to as cobbles. The creatures vary in size, shape, and color, but all have six segmented legs, a whiplike stinger, and a single eye.

Paving Stone Mimics. When the eye is closed and the limbs are pulled under the shell, cobbles are nearly indistinguishable from lifeless paving stones. Victims of cobbleswarms are caught unaware when the floor beneath them suddenly writhes and shifts, and dozens of eyes appear where there should be none.

Trap Affinity. Cobbleswarms have a rudimentary understanding of traps. They often hide in places where their Shift and Tumble ability can slide intruders into pits or across trapped areas. Kobold tribes prize them for this reason.

Cobbleswarm

Medium Swarm of Tiny Monstrosities, Unaligned

Armor Class 15 (natural armor)

Hit Points 36 (8d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	11 (+0)	11 (+0)	5 (−3)	12 (+1)	5 (−3)

Damage Resistances bludgeoning, piercing, slashing

Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

Senses passive Perception 11

Languages —

Challenge 2 (450 XP) **Proficiency Bonus** +2

False Appearance. While the cobbleswarm remains motionless, it is indistinguishable from normal stones.

Shifting Floor. Whenever the cobbleswarm moves into a creature's space or starts its turn in another creature's space, the creature must succeed on a DC 13 Dexterity saving throw or fall prone. A prone creature must succeed on a DC 13 Dexterity (Acrobatics) check to stand up in a space occupied by the swarm.

Swarm. The cobbleswarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny stone. The swarm can't regain hp or gain temporary hp.

Actions

Stings. *Melee Weapon Attack:* +3 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 15 (6d4) piercing damage, or 7 (3d4) piercing damage if the swarm has half its hp or fewer.

Bonus Actions

Shift and Tumble. The cobbleswarm pushes a prone creature in its space up to 5 feet away from it.

Corpse Mound

The reeking pile of bodies and bones, as large as a giant, lurches forward. Corpses that tumble off it rise moments later as undead and follow the determined hill of corruption.

Rise from Mass Graves. In times of plague and war, hundreds of bodies are dumped into mass graves. Without sanctifying rites, necromantic magic can seep into the mound of bodies and animate them as a massive horror hungering for others to join its form.

Absorb Bodies. A corpse mound is driven by the anger and loneliness of the dead within it to kill and absorb the bodies of its victims. It attacks any living creature larger than a dog, but it is drawn to humans and humanoids. It never tires, no matter how many victims it accumulates. Entire towns have been wiped out by advancing corpse mounds.

Corpse Mound

Huge Undead, Neutral Evil

Armor Class 16 (natural armor)

Hit Points 207 (18d12 + 90)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	11 (+0)	21 (+5)	6 (−2)	10 (+0)	8 (–1)

Saving Throws Con +9, Int +2, Wis +4

Damage Resistances necrotic

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages understands Common but can't speak

Challenge 11 (7,200 XP) **Proficiency Bonus** +4

Absorb the Dead. Whenever a Large or smaller creature that isn't a Construct or Undead dies within 10 feet of the corpse mound, that creature's remains join with the mound, and the mound regains hp equal to twice the CR or level of the absorbed creature. The absorbed creature can't be returned to life by any spell or effect that requires a body, unless the body is retrieved from the corpse mound.

Noxious Aura. At the end of each of the corpse mound's turns, each creature within 20 feet of it must succeed on a DC 17 Constitution saving throw or become poisoned until the end of its next turn. On a successful saving throw, the creature is immune to the mound's Noxious Aura for 24 hours.

Undead Nature. The corpse mound doesn't require air, food, drink, or sleep.

Zombie Drop. At the start of each of the corpse mound's turns, it can choose to have one corpse fall from it and immediately rise as a zombie under its control. The mound can have no more than ten zombies under its control at one time. Zombies take their turns immediately after the corpse mound's turn.

Actions

Multiattack. The corpse mound makes two Slam or Bone Shard attacks. If both Slam attacks hit a Large or smaller target, the corpse mound can immediately use Envelop on it.

Slam. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 18 (2d10 + 7) bludgeoning damage plus 10 (3d6) necrotic damage, and the target is grappled (escape DC 17). Until this grapple ends, the target is restrained.

Bone Shard. *Ranged Weapon Attack:* +11 to hit, range 30/120 ft., one target. *Hit:* 14 (2d6 + 7) piercing damage plus 10 (3d6) necrotic damage, and the target must succeed on a DC 17 Strength saving throw or be knocked prone and restrained as it is pinned to the ground by the shard. A creature, including the restrained target, can take its action to free the target by succeeding on a DC 17 Strength check.

Envelop. The corpse mound envelops a Large or smaller creature within 5 feet of it that is restrained by its Bone Shard or a Large or smaller creature grappled by it. The enveloped target is blinded, restrained, and unable to breathe, and it must succeed on a DC 17 Strength saving throw at the start of each of the mound's turns or take 18 (2d10 + 7) bludgeoning damage. If the mound moves, the enveloped target moves with it. The mound can have no more than four creatures enveloped at a time.

A creature within 5 feet of the mound, including the enveloped creature, can free the enveloped creature by succeeding on a DC 17 Strength check. Any creature that makes such an attempt takes 10 (3d6) necrotic damage.

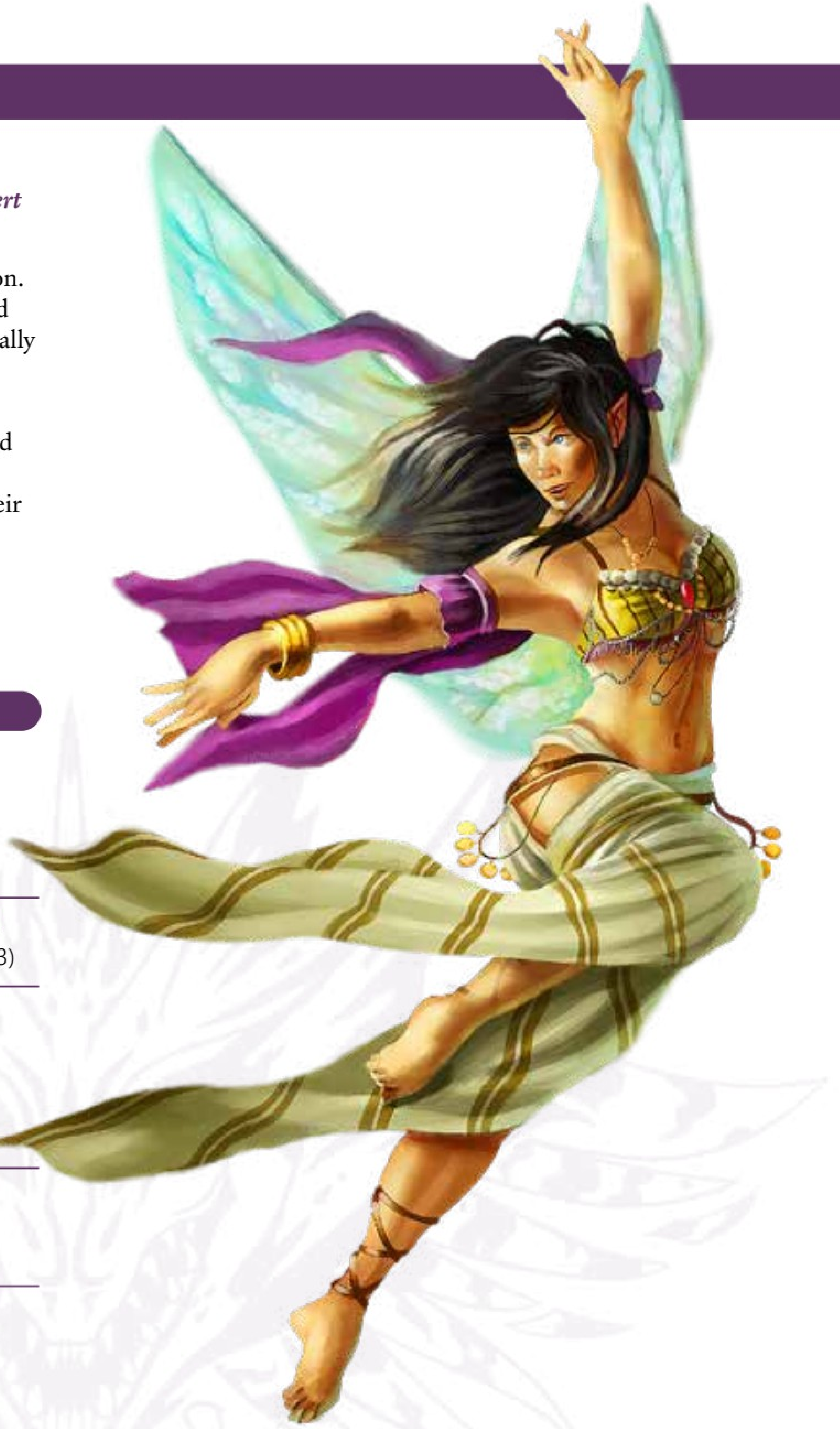
Dau

A constant shimmer surrounds this short, winged creature. Staring at it is eye-watering and confusing, like a distant desert mirage, though it's scant yards away.

Desert Mirage Fey. Daus are creatures of haze and illusion. They stand three feet tall, with sandy skin, and are surrounded by a shimmering aura like a heat haze. They are flighty, physically weak, and unfocused, but agile in body and wit.

Lazy and Bored. Their ability to magically provide for themselves in most material ways tends to make daus lazy and hedonistic. As a result, daus are often friendly and eager for company. They invite friends and strangers alike to rest in their lairs, partake in their feasts, and share their stories.

Sticklers for Etiquette. However, a dau's hospitality turns to cruelty when guests breach its intricate rules of etiquette.



DAU

Small Fey, Chaotic Neutral

Armor Class 13

Hit Points 49 (9d6 + 18)

Speed 20 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
7 (−2)	17 (+3)	14 (+2)	14 (+1)	17 (+3)	16 (+3)

Skills Deception +5, Insight +5, Perception +5, Stealth +5

Senses darkvision 60 ft., passive Perception 15

Languages Deep Speech, Primordial, Sylvan, telepathy 60 ft.

Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Magic Resistance. The dau has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The dau makes two Slam attacks.

Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 6 (1d6 + 3) bludgeoning damage plus 10 (3d6) necrotic damage, and the dau regains hp equal to the necrotic damage dealt. The target must succeed on a DC 13 Constitution saving throw or its hp maximum is reduced by an amount equal to the necrotic damage dealt. This reduction lasts until the creature finishes a long rest. The creature dies if this effect reduces its hp maximum to 0.

Spellcasting. The dau casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 13):

At will: *detect thoughts*, *minor illusion*

3/day each: *invisibility*, *major image*

1/day each: *programmed illusion*, *project image*

REACTIONS

Mirror Dodge. When a creature the dau can see within 30 feet of it attacks the dau or targets it with a spell, the dau replaces itself with an illusory duplicate and teleports to any unoccupied space that it can see within 30 feet. The dau isn't affected by the attack or spell, and the illusory duplicate is destroyed.

Tangible Illusion (1/Day). When the dau casts a spell that creates an illusion of an object, the dau temporarily transforms that illusion into a physical, nonmagical object. The temporary object lasts 10 minutes, after which it reverts to being an illusion (or vanishes, if the duration of the original illusion expires). During that time, the illusion has all the physical properties of the object it represents, but it doesn't have any of the object's magical properties. The dau must touch the illusion to trigger this transformation, and the object can be no larger than 5 cubic feet.

Death Butterfly Swarm

Enormous clouds of orange and green butterflies add a reek of putrefaction to the air, stirred by the flapping of delicate wings.

Demon-Haunted. A death butterfly swarm results when a rare breed of carrion-eating butterfly, drawn *en masse* to the stench of decay, feeds on the corpse of a fiend, demon, or similar creature.

Dizzying and Poisonous. The colorful, chaotic flapping of the insects' wings blinds and staggers those in its path, allowing the swarm to necrotize flesh from those it overruns. Attracted to rotting material, the swarm spreads a fast-acting, poison on its victims, creating carrion it can feed on immediately.

Devour the Undead. Undead creatures are not immune to a death butterfly swarm's poison. A swarm can rot an undead creature's animating energies as easily as those of the living. Given the choice between an undead and living creature, a death butterfly swarm always attacks the undead, finding ghouls and vampires particularly appealing. Some good-aligned forces regard summoning these swarms as a necessary evil.

Death Butterfly Swarm

Large Swarm of Tiny Beasts, Unaligned

Armor Class 15 (natural armor)

Hit Points 60 (11d10)

Speed 5 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (−5)	14 (+2)	10 (+0)	1 (−5)	12 (+1)	12 (+1)

Damage Vulnerabilities cold, fire

Damage Resistances bludgeoning, piercing, slashing

Condition Immunities charmed, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained, stunned

Senses darkvision 60 ft., passive Perception 11

Languages —

Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Potent Poison. Undead with resistance or immunity to poison damage or the poisoned condition can be affected by the swarm's poison.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny insect. The swarm can't regain hp or gain temporary hp.

Weight of Wings. A creature that starts its turn in the swarm's space has its speed halved and must succeed on a DC 12 Dexterity saving throw or become blinded. Both effects end when the creature ends its turn outside the swarm's space. On a successful saving throw, the creature is immune to the blinding effect of Weight of Wings for the next 24 hours.

Actions

Bites. *Melee Weapon Attack:* +4 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 21 (6d6) piercing damage, or 10 (3d6) piercing damage if the swarm has half of its hp or fewer. The target must make a DC 12 Constitution saving throw. On a failure, it takes 10 (3d6) poison damage and is poisoned until the end of its next turn. On a success, it takes half the damage and isn't poisoned.

Greater Death Butterfly Swarm

Huge Swarm of Tiny Beasts, Unaligned

Armor Class 15 (natural armor)

Hit Points 84 (13d12)

Speed 5 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (−5)	18 (+4)	10 (+0)	1 (−5)	15 (+2)	12 (+1)

Damage Vulnerabilities cold, fire

Damage Resistances bludgeoning, piercing, slashing

Condition Immunities charmed, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained, stunned

Senses darkvision 60 ft., passive Perception 12

Languages —

Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Potent Poison. As death butterfly swarm.

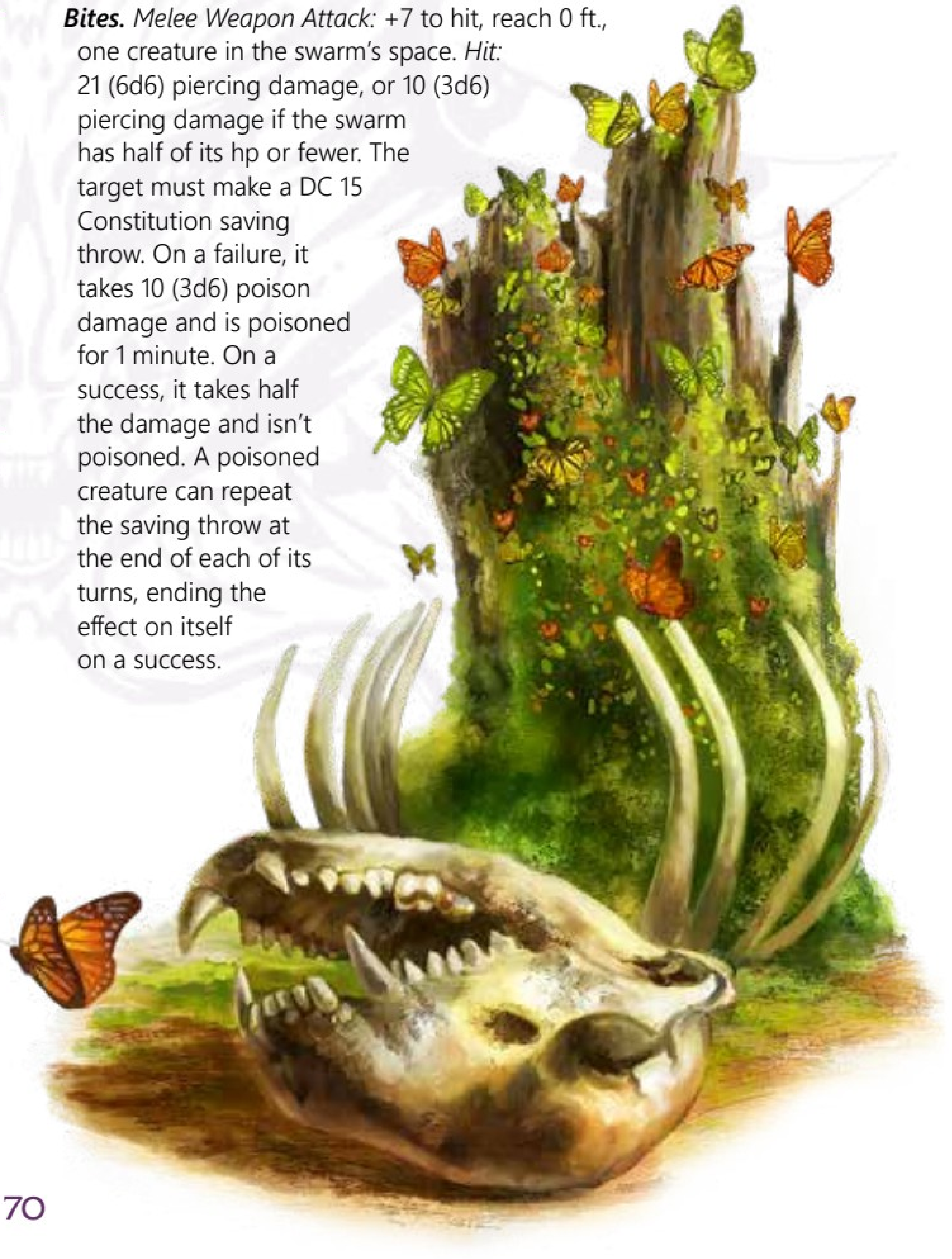
Swarm. As death butterfly swarm.

Weight of Wings. As death butterfly swarm but with DC 15.

Actions

Multiattack. The swarm makes two Bites attacks.

Bites. *Melee Weapon Attack:* +7 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 21 (6d6) piercing damage, or 10 (3d6) piercing damage if the swarm has half of its hp or fewer. The target must make a DC 15 Constitution saving throw. On a failure, it takes 10 (3d6) poison damage and is poisoned for 1 minute. On a success, it takes half the damage and isn't poisoned. A poisoned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.



Deathwisp

A shadowy figure flickers in and out of view. Its indistinct shape betrays a sylvan ancestry, and its eyes are malevolent blue points of light.

Fey Undead. A deathwisp is a wraith-like spirit created in the Shadow Realm from the violent death of a shadow fey or evil fey.

Rift Walkers. Many deathwisps remain among the shadows, but a few enter the natural world through planar rifts and gates or by walking along the shadowy roads between the worlds. Retaining only a trace of their former personality and knowledge, their lost kindness has been replaced with malice.

Devour Breath. A deathwisp feasts on the breath of living things, and it invariably seeks to devour animals and solitary, intelligent prey. It is quite intelligent and avoids fights against greater numbers.

Deathwisp

Medium Undead, Neutral Evil

Armor Class 15

Hit Points 82 (11d8 + 33)

Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (−2)	20 (+5)	16 (+3)	18 (+4)	16 (+3)	20 (+5)

Saving Throws Dex +8, Con +6, Wis +6

Skills Perception +6, Stealth +8

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 16

Languages the languages it knew in life

Challenge 7 (2,900 XP) **Proficiency Bonus** +3

Flicker. The deathwisp flickers in and out of sight. Ranged weapon attacks against it are made with disadvantage.

Incorporeal Movement. The deathwisp can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside a solid object.

Sunlight Sensitivity. While in sunlight, the deathwisp has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Undead Nature. The deathwisp doesn't require air, food, drink, or sleep.

Actions

Multiattack. The deathwisp makes two Ghostly Pike attacks, or it can make one Ghostly Pike attack and one Life Drain attack.

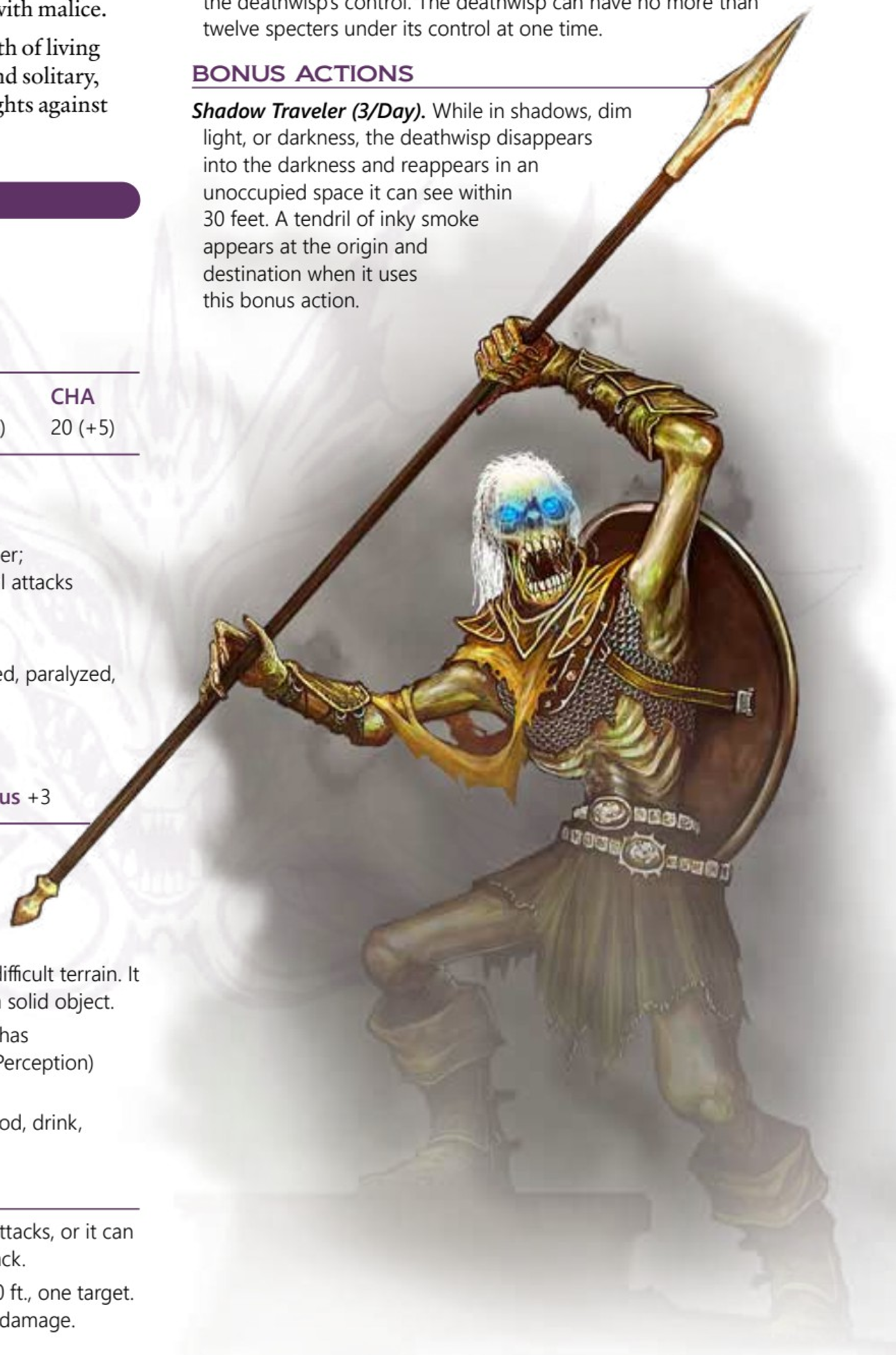
Ghostly Pike. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) force damage plus 9 (2d8) necrotic damage.

Life Drain. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 23 (4d8 + 5) necrotic damage. The target must succeed on a DC 15 Constitution saving throw or its hp maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hp maximum to 0.

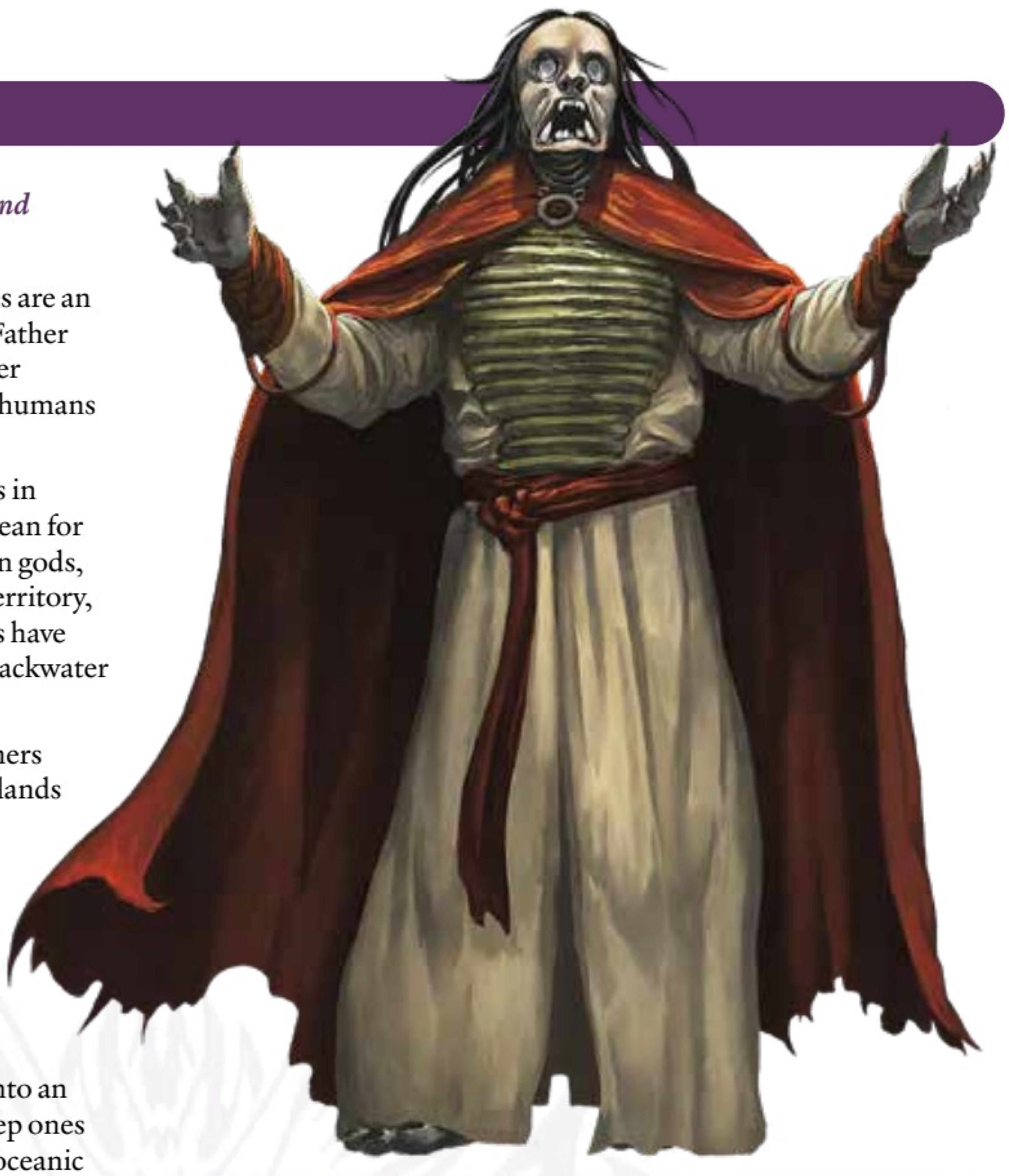
Create Specter. The deathwisp targets a Humanoid within 10 feet of it that has been dead for no longer than 1 minute and died violently. The target's spirit rises as a specter in the space of its corpse or in the nearest unoccupied space. This specter is under the deathwisp's control. The deathwisp can have no more than twelve specters under its control at one time.

Bonus Actions

Shadow Traveler (3/Day). While in shadows, dim light, or darkness, the deathwisp disappears into the darkness and reappears in an unoccupied space it can see within 30 feet. A tendril of inky smoke appears at the origin and destination when it uses this bonus action.



Deep Ones



These fishlike folk have enormous eyes, a wide mouth, and almost no chin.

Elder Gods. In their fully grown form, the deep ones are an ocean-dwelling race that worships elder gods such as Father Dagon and Mother Hydra, and they dwell in deep water darkness. In some areas, they intermarry with coastal humans to create human-deep one hybrids.

Coastal Raiders. The deep ones keep to themselves in isolated coastal villages and settlements in the deep ocean for long periods, and then, at the command of their patron gods, turn suddenly into strong, relentless raiders, seizing territory, slaves, and wealth all along the coasts. Some deep ones have even founded small kingdoms lasting generations in backwater reaches or distant, chilled seas.

Demand Sacrifices. They demand tolls from mariners frequently; those who do not leave tribute at certain islands or along certain straits find the fish escape their nets, or the storms shatter their hulls and drown their sailors. Some seafaring nations have found it more profitable to ally themselves with the deep ones; this is the first step in their patient plans to dominate and rule.

Ocean Change. A deep one born to a human family resembles a human child, but the person transforms into an adult deep one between the ages of 16 and 30. Such deep ones then hear the siren call of their elder god masters and oceanic cousins, which eventually supplants the love the person might feel for family and friends on land.

Deep One

Medium Humanoid, Chaotic Evil

Armor Class 13 (natural armor)

Hit Points 71 (11d8 + 22)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	10 (+0)	8 (−1)	12 (+1)

Saving Throws Str +5, Con +4, Cha +3

Damage Vulnerabilities fire

Damage Resistances cold

Senses darkvision 120 ft., passive Perception 9

Languages Common, Void Speech

Challenge 2 (450 XP) **Proficiency Bonus** +2

Amphibious. The deep one can breathe air and water.

Frenzied Rage. If a deep one takes 10 or more damage from a single attack, it has advantage on its Claws attack and gains a +2 bonus to damage with its Claws until the end of its next turn.

Actions

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) slashing damage.

Deep One Priest

Medium Humanoid, Chaotic Evil

Armor Class 14 (natural armor)

Hit Points 105 (14d8 + 42)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	16 (+3)	12 (+1)	12 (+1)	16 (+3)

Saving Throws Con +5, Wis +3, Cha +5

Skills Athletics +6, Deception +5, Perception +3

Damage Vulnerabilities fire

Damage Resistances cold

Senses darkvision 120 ft., passive Perception 13

Languages Common, Void Speech

Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Amphibious. The deep one priest can breathe air and water.

Frenzied Rage. If a deep one priest takes 10 or more damage from a single attack, it has advantage on melee attack rolls and gains a +4 bonus to melee damage rolls until the end of its next turn.

Voice of the Deeps. The deep one priest can spend 5 minutes giving a speech in a rolling, droning voice that fascinates listeners. At the end of the speech, each creature that heard it must succeed on a DC 13 Wisdom saving throw or forget the events of the past 10 minutes or keep no memory of the events of the next 5 minutes (the priest's choice). On a successful saving throw, a creature is immune to the priest's Voice of the Deeps for the next 24 hours.

ACTIONS

Multiattack. The deep one priest makes one Claws attack and one Jolting Touch attack.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage.

Jolting Touch. *Melee Spell Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) lightning damage, and the target's speed is reduced by 10 until the end of its next turn.

Spellcasting. The deep one priest casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 13):

At will: *guidance, thaumaturgy*
3/day each: *command, sleep*
1/day each: *spirit guardians*

DEEP ONE ARCHIMANDRITE

Large Humanoid, Chaotic Evil

Armor Class 15 (natural armor)
Hit Points 153 (18d10 + 54)
Speed 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	17 (+3)	12 (+1)	17 (+3)	19 (+4)

Saving Throws Dex +6, Wis +6, Cha +7
Skills Arcana +4, Perception +6
Damage Vulnerabilities fire
Damage Resistances cold, thunder
Senses darkvision 240 ft., passive Perception 16
Languages Common, Void Speech
Challenge 8 (3,900 XP) **Proficiency Bonus** +3

Amphibious. The deep one archimandrite can breathe air and water.

Frenzied Rage. If a deep one archimandrite takes 15 or more damage from a single attack, it has advantage on all attack rolls and gains a +4 bonus to all damage rolls until the end of its next turn. For the duration, it can make one Unholy Trident attack as a bonus action on its turn.

ACTIONS

Multiattack. The deep one archimandrite makes one Claw attack and one Unholy Trident attack, or it makes three Jolt attacks. It can replace one attack with a use of Spellcasting.

Claws. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 18 (3d8 + 5) slashing damage.

Unholy Trident. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage plus 13 (2d12) necrotic damage.

Jolt. *Melee or Ranged Spell Attack:* +7 to hit, reach 5 ft. or range 60 ft., one target. *Hit:* 14 (3d6 + 4) lightning damage, and the target's speed is reduced by 10 until the end of its next turn.

Spellcasting. The deep one archimandrite casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 15):

At will: *bless, guidance, suggestion, thaumaturgy*
3/day each: *charm person, command, sleep*
1/day each: *augury, lightning bolt, spirit guardians*

Call of the Archimandrite (1/Day). With a ringing shout, the archimandrite magically calls 1d4 reef sharks or 1 swarm of quippers, provided the archimandrite is at least partially submerged in a body of water that can contain the creatures. The called creatures arrive in 1d4 rounds, acting as allies of the archimandrite and obeying its spoken commands. The creatures remain for 1 hour, until the archimandrite dies, or until the archimandrite dismisses them as a bonus action. Each deep one within 1 mile of the archimandrite can hear this call, though these deep ones are under no magical compulsion to make their way toward the archimandrite.

GODS OF THE DEEP ONES

The deep ones are faithful servants of horrific powers inimical to all life on land. Father Dagon is a god of fertility, fish, and the strength of the deep ocean and is an evil lord of storm and waves. Mother Hydra is his consort, a goddess of immense strength and size, spawning entire schools of fish at once. She is mistress of the great kraken and toothsome krake spawn (see page 249), who are her children and servitors. Both deities plot conquest through a long program of forced interbreeding and eldritch meddling with human bloodlines.

In addition, many deep ones follow Shar-Ngolyeth, a long-lost deity referred to as That Which Lurks Beneath the Waves. This kraken and her krake spawn offspring are close allies to the deep ones, but they are largely indifferent to Dagon and Hydra.

Demon Lord, Akyishigal

This insectoid creature's filth-slicked mandibles clack ceaselessly for flesh.

Of all the demons lurking in the Abyss, few are as vile and disgusting as Akyishigal, the Lord of Cockroaches.

Civilization's Corruption. Although Akyishigal sired an entire race in his image, known as roachlings (see page 310), he craves followers among humans, elves, and other races as a means of corrupting civilization and rotting it from within. Despite his repulsiveness, Akyishigal has followers among the urban dispossessed, the slum-dwelling poor, and those who lurk in lightless undercities. His shrines are tended in abandoned houses, tanneries, and butcher yards, as well as in sewers and similar places.

Filth Sacrifices. In his shrines, kidnapped victims find themselves submerged in filth up to their necks. While the demon lord's cultists chant, sacramental roaches feast on the prisoner's eyes and tongue. A victim who survives the rite is dumped back onto the streets.

Persistent Cults. Akyishigal's cults are almost as difficult to stamp out as real cockroach infestations. No matter how they are driven off or crushed, followers resurface among the teeming mobs of the downtrodden. Typical worshipers include evil humanoids, particularly kobolds and goblins, as well as roachlings, minor demons, slaves, thralls, and shadow creatures of all stripes.

Akyishigal

Large Fiend (Demon), Chaotic Evil

Armor Class 18 (natural armor)

Hit Points 138 (12d10 + 72)

Speed 40 ft., burrow 20 ft., climb 40 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	17 (+3)	22 (+6)	19 (+4)	14 (+2)	20 (+5)

Saving Throws Str +9, Dex +7, Con +10, Wis +6, Cha +9

Skills Acrobatics +11, Athletics +9, Perception +6, Stealth +7

Damage Resistances acid, fire; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities cold, lightning, poison

Condition Immunities poisoned

Senses darkvision 120 ft., truesight 60 ft., passive Perception 16

Languages Abyssal, Common, Draconic, Elvish, Infernal, telepathy 60 ft.

Challenge 12 (8,400 XP) **Proficiency Bonus** +4

Cloak of Swarms. Akyishigal emits a cloud of flying, stinging insects from his mouth, eyes, and tears in his skin that spreads out in a 5-foot radius from him. At the start of each of his turns, Akyishigal chooses whether this cloak is active.

While this cloak is active, Akyishigal has disadvantage on Dexterity (Stealth) checks, and creatures attacking Akyishigal can't benefit from traits and features that rely on a creature's allies distracting or surrounding the demon, such as the Pack Tactics trait or Sneak Attack feature. In addition, each creature that isn't a Construct or Undead that starts its turn in the cloud takes 11 (2d10) piercing damage and must succeed on a DC 17 Constitution saving throw or take 7 (2d6) poison damage and become poisoned for 1 hour. While poisoned in this way, a creature emits a stench of decomposition, and uncontrolled insects attack that creature in preference to other targets.

Legendary Resistance (3/Day). If Akyishigal fails a saving throw, he can choose to succeed instead.

Magic Resistance. Akyishigal has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. Akyishigal makes four Claw attacks.

Claw. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage plus 3 (1d6) poison damage.

Call Spawn (1/Day). Akyishigal magically calls one spawn of Akyishigal. The spawn arrives in 1d4 rounds, acting as an ally of Akyishigal and obeying its telepathic commands. The spawn remains for 1 hour, until Akyishigal dies, or until Akyishigal dismisses it as a bonus action.

Spellcasting. Akyishigal casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 17):

At will: *detect evil and good*, *pass without trace*

3/day: *dispel magic*, *giant insect*, *insect plague*

1/day: *contagion* (filth fever only)

BONUS ACTIONS

Change Shape. Akyishigal magically transforms into a Large or smaller insectoid Beast or back into his true form, which is a Fiend. His statistics, other than his size, are the same in each form. Any equipment he is wearing or carrying transforms with him. He reverts to his true form if he dies.

LEGENDARY ACTIONS

Akyishigal can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Akyishigal regains spent legendary actions at the start of his turn.

Teleport. Akyishigal magically teleports, along with any equipment he is wearing or carrying, up to 120 feet to an unoccupied space he can see.

Skitter (Costs 2 Actions). Akyishigal moves up to half his speed and makes one Claw attack. This movement doesn't provoke opportunity attacks.

Cast a Spell (Costs 2 Actions). Akyishigal uses Spellcasting.

SPAWN OF AKYISHIGAL

This human-sized insectoid has a tail that splits near the end curling over its back. Both ends bear needle-stingers dripping with poison.

Spawn of Akyishigal are found in abundance wherever the demon lord abides. He has also been known to send them to his followers if their need is great and the spawn's presence somehow benefits Akyishigal.

Lords of Vermin. Vermin of all types instinctively obey mental commands from a spawn of Akyishigal. What's more, these repulsive beings can vomit thousands of roaches that also do the spawn's bidding. They take particular delight in belching roaches directly onto their foes, but they've also been known to use roaches and vermin as a means of cutting off an enemy's retreat or of hindering pursuit when the spawn itself wants to escape.

SPAWN OF AKYISHIGAL

Medium Fiend (Demon), Chaotic Evil

Armor Class 15 (natural armor)

Hit Points 119 (14d8 + 56)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	19 (+4)	10 (+0)	11 (+0)	12 (+1)

Saving Throws Dex +4

Damage Resistances cold, fire, lightning

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Abyssal

Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Command Vermin. The spawn of Akyishigal can command any Beast with an Intelligence of 2 or lower within 30 feet of it that isn't under the magical control of another creature, provided the Beast is insectoid and doesn't have a Challenge Rating higher than the spawn's. The Beast obeys the spawn's commands to the best of its ability, heedless of its own safety.

Magic Resistance. The spawn of Akyishigal has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The spawn makes one Bite attack and two Sting attacks. It can replace its Bite attack with a use of Swarming Cough, if available.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage.

Sting. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 11 (2d8 + 2) piercing damage plus 3 (1d6) poison damage, and the target must succeed on a DC 15 Constitution saving throw or become poisoned until the end of its next turn.

Swarming Cough (3/Day). The spawn belches forth a swarm of insects. The swarm is an ally of the spawn, obeys its spoken commands, and takes its turn immediately after the spawn's. The swarm remains for 1 minute, until the spawn dies, or until the spawn dismisses it as a bonus action. The spawn can have no more than two swarms under its control at a time.

Demon Lord, Camazotz

This hunched, lean man is covered in short, black fur and has large, membranous wings. His lips, pulled back in a sinister smile, reveal a mouth lined with crooked, needlelike teeth. His eyes glow red like burning embers of hate. Long arms end in cruel claws, and the air around him shimmers with waves of intense heat.

Underworld Bat Lord. Camazotz, the Lord of Bats and Fire, is a being of pure savagery and hatred—a vile demon that holds sway over bats, vampires, and the lightless places of the underworld. In the deep recesses of the earth and the caves connecting to the surface, he waits restlessly until the slow creep of night engulfs the land, releasing him to feed and spread terror.

New Fiery Mantle. Recently, Camazotz stole the fire aspect of the decrepit Huhueteotl, Lord of the Hearth and the Fire of Life. With his new prestige, Camazotz has attracted new followers, served notice to the gods of his ascendancy, and solidified his place in the Abyss as a power to be respected. Cults of derro, goblins, and humans praise his name in the darkness.

Emerging from Darkness. Like the bats he commands, Camazotz much prefers darkness to light, but with his new ability to play with fire and light, he grows increasingly confident in daylight.

Camazotz

Large Fiend (Demon), Chaotic Evil

Armor Class 19 (natural armor)

Hit Points 537 (43d10 + 301)

Speed 30 ft., climb 30 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	22 (+6)	25 (+7)	12 (+1)	22 (+6)	25 (+7)

Saving Throws Dex +13, Con +14, Wis +13, Cha +14

Skills Acrobatics +13, Athletics +17, Deception +14, Insight +13, Intimidation +14, Perception +13

Damage Vulnerabilities cold

Damage Resistances acid, lightning; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities fire, poison, thunder

Condition Immunities charmed, deafened, frightened, paralyzed, petrified, poisoned, stunned

Senses blindsight 120 ft., truesight 30 ft., passive Perception 23

Languages Abyssal, Common, Dwarvish, Primordial, telepathy 300 ft.

Challenge 22 (41,000 XP) **Proficiency Bonus** +7

Heated Body. A creature that touches Camazotz or hits him with a melee attack while within 5 feet of him takes 7 (2d6) fire damage.

Keen Hearing. Camazotz has advantage on Wisdom (Perception) checks that rely on hearing.

Legendary Resistance (3/Day). If Camazotz fails a saving throw, he can choose to succeed instead.

Magic Resistance. Camazotz has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. Camazotz makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +17 to hit, reach 5 ft., one target. *Hit:* 38 (8d6 + 10) piercing damage plus 7 (2d6) fire damage, and the target must succeed on a DC 22 Constitution saving throw or its Strength score is reduced by 1d4. The target dies if this reduces its Strength to 0. Otherwise, the reduction lasts until the target finishes a long rest. A Humanoid that dies from this reduction rises 1d4 days later as a vampire under Camazotz's control, unless the Humanoid is restored to life or its body is destroyed. Camazotz can have no more than five vampires under his control at a time.

Claw. *Melee Weapon Attack:* +17 to hit, reach 10 ft., one target. *Hit:* 31 (6d6 + 10) slashing damage plus 7 (2d6) fire damage.

Fire Breath (Recharge 5–6). Camazotz exhales unholy fire in a 30-foot cone. Each creature in the area must make a DC 22 Dexterity saving throw, taking 33 (6d10) fire damage and 33 (6d10) necrotic damage on a failed save, or half as much damage on a successful one.

Camazotz in the Real World

A cult dedicated to an anthropomorphic deity with the body of a human and the head of a bat emerged around 100 BCE with the Zapotec Indians of southwest Mexico. This god was associated with night, death, and sacrifice. In time, the veneration of Camazotz, or Cama Zotz (translated as "death bat" or "snatch bat"), found its way into Maya lore.

In older editions of the world's greatest roleplaying game, there was some debate as to whether Zotzilaha was another name for Camazotz, but in Central American lore, there was no debate. The Popol Vuh, a sacred Maya text, clearly identifies Zotzilaha as the cavernous "house of bats" where Camazotz resides, not an entity.

The Camazotz myth may have sprung from a real creature. Fossil records found in Central and South America dating back approximately 2,000 years reveal the existence of an abnormally large bat with a wingspan of as much as 10 feet! This super-bat, called *Desmodus draculae*, may have co-existed with the early Zapotecs and been the source of their Camazotz legends.

Belief in bat demons is widespread throughout Mesoamerica: Hik'al, or "neck-slitter," of Chiapas; Socouyant of Trinidad; and Tin Tin of Ecuador. Cryptozoologists believe that those monstrous bats may still be alive today, as reports of giant, bat-like creatures occasionally surface throughout Latin America, from the Rio Grande Valley in Texas to Brazil, from Puerto Rico to Mexico.

Spellcasting. Camazotz casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 22):

At will: *darkness*, *detect evil and good*, *dispel magic*

3/day each: *dominate person*, *haste*

1/day: *incendiary cloud*

Call Bats (3/Day). Camazotz magically calls 4d6 giant bats or swarms of bats, or he magically calls 2d6 vrocks that have membranous instead of feathered wings. The called creatures arrive in 1d4 rounds, acting as allies of Camazotz and obeying his telepathic commands. The creatures remain for 1 hour, until Camazotz dies, or until Camazotz dismisses them as a bonus action. Camazotz can have no more than twenty four giant bats or swarms of bats, or twelve vrocks under his control at a time.

BONUS ACTIONS

Change Shape. Camazotz magically transforms into a Large giant bat covered in smoldering ashes, or back into his true form, which is a Fiend. His statistics, other than his size, are the same in each form. Any equipment he is wearing or carrying transforms with him. He turns into a pile of greasy ash if destroyed.

LEGENDARY ACTIONS

Camazotz can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Camazotz regains spent legendary actions at the start of his turn.

Detect. Camazotz makes a Wisdom (Perception) check.

Move. Camazotz moves up to his speed, or he flies up to half his speed. This movement doesn't provoke opportunity attacks.

Cast a Spell (Costs 2 Actions). Camazotz uses Spellcasting.

Fiery Wing Beat (Costs 2 Actions). Camazotz beats his wings, extinguishing mundane and magical light sources. Each creature within 10 feet of Camazotz must succeed on a DC 22 Dexterity saving throw or take 14 (4d6) fire damage and be knocked prone.

Demon Lord, Mechuiti

A yellow-green fire burns atop the head of this towering, red-furred demon, which resembles an enormous mandrill. It has massive, muscular arms tipped with razor-sharp claws, a slavering jaw filled with huge fangs, and tusks that curl back almost to its blue cheeks.

Towering around 25 feet tall, Mechuiti, Lord of Cannibal Apes, can stand erect like a human or walk on his knuckles, like a great ape.

Bloodskull Island. After being expelled from the sweltering jungles and deadly swamps of the Hell of Cannibals, Mechuiti was coughed out of a volcanic portal onto an island now called Bloodskull. Here, he schemes and plots his revenge while breeding demonic minions.

Corruptor of the Behtu. When Mechuiti first arrived on the Material Plane, he enthralled a group of jungle-dwelling simians, known as the behtu (see page 34), by visiting their leaders and priests in dreams and nightmares. After convincing these leaders to come to his volcanic home, he infected them with his demonic ichor, transforming them in mind and body, and taught them tattoo magic to give them fiendish power and strength. They returned to their people with this new power and knowledge of the ritual for transforming the rest of their people.

Bound But Dangerous. Only with the most powerful magic and technology did the ancient people bind him within Bloodskull Island's volcano—the best they could accomplish, since they couldn't destroy him. Despite imprisonment, Mechuiti has remained a terror through the ages. The behtu have not found the key to their master's release, but they still torture and ensorcel unlucky explorers who stumble into their abode, hoping to find someone who can unlock their master's prison.

Commander of Monsters. Mechuiti commands the behtu to breed fiendish beasts and lizards with his blood: dire apes, fiery giant lizards, and even demonic spiders. He has raised generations of flame dragons (see page 116), which lair in the volcano's caldera, to guard his temple-fane and deal with threats beyond the behtus' reach.

Mechuiti's Lair

Mechuiti is trapped within the volcano in his island prison. However, imprisonment hasn't prevented Mechuiti from mustering an army and turning his confinement into a nightmarish bastion.

Lair Actions

On initiative count 20 (losing initiative ties), Mechuiti takes a lair action to cause one of the following effects; Mechuiti can't use the same effect two rounds in a row:

- **Searing Torment.** The pain of all creatures other than demons within 120 feet of Mechuiti is intensified. Until initiative count 20 on the next round, each time a creature within 120 feet of Mechuiti takes damage, it must succeed on a DC 24 Constitution saving throw or be stunned until the end of its next turn.
- **Split the Earth.** A small fissure of lava opens beneath one creature Mechuiti can see within 120 feet of him. The target must make a DC 24 Dexterity saving throw, taking 28 (8d6) fire damage on a failed save, or half as much damage on a successful one.
- **Toxic Gases.** Volcanic gases form a cloud in a 20-foot-radius sphere centered on a point Mechuiti can see within 120 feet of him. The sphere spreads around corners, and its area is lightly obscured. It lasts until initiative count 20 on the next round. Each creature that starts its turn in the cloud must succeed on a DC 24 Constitution saving throw or be poisoned until the end of its next turn. While poisoned in this way, a creature is incapacitated.
- **Tremor.** The whole volcano trembles and shakes. Each creature that isn't a demon and that is on a solid surface must succeed on a DC 24 Dexterity saving throw or be knocked prone. All ground in the volcano becomes difficult terrain for creatures that aren't demons until initiative count 20 on the next round.

Regional Effects

The region containing Mechuiti's lair is warped by his presence, which creates one or more of the following effects:

- **Dream Calling.** When a creature with an Intelligence score of 10 or higher sleeps within 3 miles of the lair, it dreams of Mechuiti. The creature must succeed on a DC 15 Wisdom saving throw when it wakes or be compelled to seek out Mechuiti's cult.
- **Pyroclastic Venting.** Mechuiti can make the volcano erupt no more than every 7 days. When he does, a cloud of hot ashes and smoke covers the area within 6 miles of the volcano, and magma flows from the volcano's cone.
- **Unpotable Water.** Water within 1 mile of the lair carries disease. A creature that isn't a demon or behtu that drinks the water must succeed on a DC 15 Constitution saving throw or become infected with a disease and be poisoned until the disease is cured. Every 24 hours that elapse, the target must repeat the saving throw, reducing its hp maximum by 5 (2d4) on a failure. The disease is cured on a success. This reduction lasts until the disease is cured. The creature dies if the disease reduces its hp maximum to 0.

If Mechuiti dies, these effects fade immediately.

Mechuiti

Gargantuan Fiend (Demon), Chaotic Evil

Armor Class 19 (natural armor)

Hit Points 462 (25d20 + 200)

Speed 60 ft., climb 60 ft.

STR	DEX	CON	INT	WIS	CHA
29 (+9)	19 (+4)	27 (+8)	18 (+4)	18 (+4)	22 (+6)

Saving Throws Str +17, Dex + 12, Wis +12

Skills Arcana +12, Insight +12, Intimidate +14, Perception +12, Religion +12

Damage Vulnerabilities cold

Damage Immunities acid, fire, lightning, poison; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, frightened, poisoned, stunned

Senses truesight 120 ft., passive Perception 22

Languages Abyssal, Celestial, Common, Draconic, Primordial, telepathy 300 ft.

Challenge 27 (105,000 XP) **Proficiency Bonus** +8

Demon Lord's Ichor. When Mechuiti is subjected to piercing damage or slashing damage, a spray of caustic blood spurts from his hide. Each creature within 10 feet of Mechuiti must succeed on a DC 24 Constitution saving throw or becoming infected with the *Mechuiti's deadly ichor* disease and be poisoned until the disease is cured. Every 24 hours that elapse, the target must repeat the saving throw, reducing its hp maximum by 14 (4d6) on a failure. This reduction lasts until the disease is cured. The creature dies if the disease reduces its hp maximum to 0. The disease can be cured by the *greater restoration* spell or similar magic or when the creature succeeds on three saving throws.

Fiery Weapons. Mechuiti's weapon attacks are magical. When Mechuiti hits with any weapon, the weapon deals an extra 6d6 fire damage (included in the attack).

Immolating Corona. At the start of each of Mechuiti's turns, each creature within 10 feet of him takes 10 (3d6) fire damage and must succeed on a DC 24 Constitution saving throw or catch fire. A creature that touches Mechuiti or hits him with a melee attack while within 5 feet of him takes 10 (3d6) fire damage and must succeed on a DC 24 Constitution saving throw or catch fire. Until a creature uses an action to douse the fire, the creature on fire takes 7 (2d6) fire damage at the start of each of its turns.

Legendary Resistance (3/Day). If Mechuiti fails a saving throw, he can choose to succeed instead.

Magic Resistance. Mechuiti has advantage on saving throws against spells and other magical effects.

Speak with Simians. Mechuiti can communicate with apes and monkeys as if they shared a language.

ACTIONS

Multiattack. Mechuiti can use his Frightful Presence. He then makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +17 to hit, reach 10 ft., one target. *Hit:* 31 (4d10 + 9) piercing damage plus 21 (6d6) fire damage.

Claw. *Melee Weapon Attack:* +17 to hit, reach 20 ft., one target. *Hit:* 27 (4d8 + 9) slashing damage plus 21 (6d6) fire damage. If Mechuiti scores a critical hit, he rolls damage dice three times, instead of twice.

Frightful Presence. Each creature of Mechuiti's choice that is within 120 feet of Mechuiti and aware of him must succeed on a DC 24 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to Mechuiti's Frightful Presence for the next 24 hours.

Burning Acid Breath (Recharge 5–6). Mechuiti exhales fire and acid in a 60-foot cone. Each creature in that area must make a DC 24 Dexterity saving throw, taking 49 (14d6) fire damage and 49 (14d6) acid damage on a failed save, or half as much damage on a successful one.

Spellcasting. Mechuiti casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 22):

At will: *dispel magic, hold monster, wall of fire*

3/day each: *fire storm, power word stun*

LEGENDARY ACTIONS

Mechuiti can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Mechuiti regains spent legendary actions at the start of his turn.

Move. Mechuiti moves up to his speed, or he climbs up to half his speed. This movement doesn't provoke opportunity attacks.

Burn from the Inside. Mechuiti chooses a creature within 120 feet of him that is infected with the *Mechuiti's deadly ichor* disease. The target must make a DC 24 Constitution saving throw. On a failure, the target takes 10 (3d6) fire damage and 10 (3d6) acid damage and catches fire. On a success, the target takes half the damage and doesn't catch fire. Until a creature uses an action to douse the fire, the target takes 7 (2d6) fire damage at the start of each of its turns.

Cast a Spell (Costs 2 Actions). Mechuiti uses Spellcasting.

Demon Lord, Qorgeth

This massive undulating worm-like creature crushes trees and cracks stone.

Qorgeth, the Writhing Prince, Pale Maw, the Devourer, is the lord of worms and decay. Its presence seeps into the world of mortals via the trails of worms and maggots through rotting flesh. The demon lord views all things that live, or once lived, as its property in the making. Everything becomes its food eventually.

Fiendish Worm. An impossibly massive, pale-fleshed worm, Qorgeth's segmented body is road-mapped with pale veins of pink and blue. When it opens its massive maw, it reveals a writhing mass of smaller worms, many of which are adorned with wailing or enraged humanoid heads.

Qorgeth's Lair

Qorgeth's lair is a tangled labyrinth of tunnels in the heart of its dark realm. The tunnels seem to twist and burrow through space itself rather than just the rock and soil surrounding them.

Lair Actions

On initiative count 20 (losing initiative ties), Qorgeth takes a lair action to cause one of the following effects; Qorgeth can't use the same effect two rounds in a row:

- **Collapse Passage.** A section of ceiling in the lair collapses, raining debris onto a point Qorgeth can see within 120 feet of it. Each creature within 20 feet of that point must succeed on a DC 21 Dexterity saving throw or take 18 (4d8) bludgeoning damage and be restrained by the debris. A creature, including the restrained creature, can use an action to free the restrained creature by succeeding on a DC 21 Strength check.
- **Warp Reality.** Until initiative count 20 on the next round, Qorgeth twists space through the tunnels of its lair. A creature that isn't a demon that tries to move must succeed on a DC 21 Charisma saving throw or move half its speed in a random direction before getting its bearings; it can then finish moving as it wants.
- **Worm Infestation.** Thick tangles of demonic worms erupt from the floor, wall, or ceiling near up to three creatures Qorgeth can see within 60 feet of it. Qorgeth commands the tangles to make one melee attack roll (+11 to hit) against each target before disappearing. On a hit, the target takes 14 (4d6) piercing damage.

Regional Effects

The region containing Qorgeth's lair is warped by the demon lord's magic, which creates one or more of the following effects:

- **Rapid Rot.** Dead bodies within 1 mile of the lair decay quickly. Any corpse is reduced to bones in 24 hours. Magic that prevents decay staves off this decomposition normally. Anointing the body with holy water prevents decomposition for 1 day but no longer.
- **Spoiled Supplies.** Within 1 mile of the lair, food rots and spontaneously erupts with maggots. One day's worth of food carried by creatures spoils every 24 hours the creature remains in the area. Creatures can't forage for food in this area.
- **Wormhome.** Tunnels within 5 miles of the lair attract all manner of worms and vermin, including purple worms. These creatures are ravenous and violent.

If Qorgeth dies, conditions in the area surrounding the lair return to normal over the course of 1d10 days.

Qorgeth

Gargantuan Fiend (Demon), Chaotic Evil

Armor Class 21 (natural armor)
Hit Points 370 (20d20 + 160)
Speed 50 ft., burrow 50 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
29 (+9)	6 (−2)	26 (+8)	9 (−1)	22 (+6)	18 (+4)

Saving Throws Dex +5, Con +15, Wis +13, Cha +11
Skills Perception +13
Damage Resistances cold, fire, lightning
Damage Immunities poison; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities blinded, charmed, exhaustion, frightened, poisoned
Senses blindsight 120 ft., tremorsense 120 ft., passive Perception 23
Languages all, telepathy 120 ft.
Challenge 23 (50,000 XP) **Proficiency Bonus** +7

Legendary Resistance (3/Day). If Qorgeth fails a saving throw, it can choose to succeed instead.

Magic Resistance. Qorgeth has advantage on saving throws against spells and other magical effects.

Magic Weapons. Qorgeth's weapon attacks are magical.

Tunneler. Qorgeth can burrow through solid rock and leaves a 15-foot-diameter tunnel in its wake.

Actions

Multiattack. Qorgeth makes one Bite attack, two Crush attacks, and one Stinger attack.

Bite. *Melee Weapon Attack:* +16 to hit, reach 10 ft., one target. *Hit:* 22 (2d12 + 9) piercing damage. If the target is a Large or smaller creature, it must succeed on a DC 21 Dexterity saving throw or be swallowed by Qorgeth. A swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside the worm, and it takes 16 (3d10) necrotic damage at the start of each of Qorgeth's turns.

If Qorgeth takes 50 damage or more in a single turn from a creature inside it, Qorgeth must succeed on a DC 25 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of Qorgeth. If Qorgeth dies, a swallowed creature is no longer restrained by it and can escape the corpse by spending 30 feet of movement, exiting prone.

Crush. *Melee Weapon Attack:* +16 to hit, reach 10 ft., one target. *Hit:* 20 (2d10 + 9) bludgeoning damage, and if the target is a Large or smaller creature, it is restrained until Qorgeth moves. A creature, including the restrained creature, can use an action to free the restrained creature by succeeding on a DC 21 Strength check.

Stinger. *Melee Weapon Attack:* +16 to hit, reach 15 ft., one target. *Hit:* 23 (4d6 + 9) piercing damage, and the target must make a DC 21 Constitution saving throw. On a failure, the target takes 33 (6d10) poison damage and is poisoned for 1 hour. On a success, the target takes half the damage and isn't poisoned. A creature that fails the saving throw by 10 or more is also paralyzed while poisoned in this way.

Spellcasting. Qorgeth casts one of the following spells, requiring no material or somatic components and using Charisma as the spellcasting ability (spell save DC 19):

At will: *black tentacles*, *detect magic*

3/day each: *dispel magic*, *insect plague* (biting worms)

1/day each: *earthquake*, *teleport* (self only)

LEGENDARY ACTIONS

Qorgeth can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Qorgeth regains spent legendary actions at the start of its turn.

Shriek. Each creature within 60 feet of Qorgeth and that can hear the demon must succeed on a DC 21 Wisdom saving throw or be frightened for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Death Roll (Costs 2 Actions). Qorgeth moves up to half its speed straight toward a creature and makes one Crush attack against the creature. Each object and structure between Qorgeth and the target takes 33 (6d10) bludgeoning damage.

Devour (Costs 3 Actions). Qorgeth makes one Bite attack.

Demon, Apau Perape

Sharp teeth fill this large, demonic ape's mouth. Its long, muscular arms stretch to the ground, ending in wickedly curved claws.

Servants of Fire. These black-furred gorilla demons serve only Mechuiti, the demon lord of fire and apes (see page 78). Their final loyalty is unshakable, though sometimes they serve others for a time. They have no fear of fire, gleefully setting villages and crops aflame if their master is snubbed or insulted.

Fearless Attackers. The apau perape are fearless and savage, living for battle. Once in combat, their morale never breaks. Like their master, they have an insatiable hunger and leave no dead behind, consuming even the bones.

Eyes of Fire. When this demon is angered, its eyes glow a deep, disturbing red, unlike any natural ape.

Apau Perape

Large Fiend (Demon), Chaotic Evil

Armor Class 16 (natural armor)

Hit Points 95 (10d10 + 40)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	18 (+4)	19 (+4)	10 (+0)	12 (+1)	15 (+2)

Saving Throws Dex +7, Con +7, Wis +4

Skills Intimidation +5, Perception +4, Stealth +7

Damage Vulnerabilities cold

Damage Resistances fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities frightened, poisoned

Senses darkvision 120 ft., passive Perception 14

Languages Abyssal, telepathy 120 ft.

Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Diseased Ichor. When the apau perape takes piercing damage or slashing damage, a spray of caustic blood spurts from the wound. Each creature within 5 feet of the apau perape must succeed on a DC 15 Constitution saving throw or become infected with the *Mechuiti's ichor* disease and be poisoned until the disease is cured. Every 24 hours that elapse, the target must repeat the saving throw, reducing its hp maximum by 5 (2d4) on a failure. The disease is cured on a success. This reduction lasts until the disease is cured. The creature dies if the disease reduces its hp maximum to 0.

Magic Resistance. The apau perape has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The apau perape makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage.

Fiery Roar (Recharge 6). The apau perape releases a terrifying, flame-coated roar in a 30-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw. On a failure, a creature takes 31 (9d6) fire damage and is frightened until the end of its next turn. On a success, a creature takes half the damage and isn't frightened.

Variant: Demon Summoning

Some apau perapes have the following action option that allows them to summon other demons.

Summon Demon (1/Day). The apau perape magically calls 1d4 apes that are Fiends with the apau perape's damage resistances and immunities. It has a 50 percent chance of calling one apau perape instead. The called creatures arrive in 1d4 rounds, acting as allies of the apau perape and obeying its telepathic commands. The creatures remain for 1 hour, until the apau perape dies, or until the apau perape dismisses them as a bonus action.

Demon, Berstuc

Although slightly stooped, this male figure is muscular and broad-shouldered. The creature's head is lost in a riot of moss, while a thick mustache and beard reach almost to its waist.

The hulking, moss-haired berstuc looks sculpted out of a primordial forest—it stands over 12 feet tall and weighs 800 pounds. Despite its great stature, it seems strangely gentle, with a serene, almost soothing presence. Nothing could be further from the truth; the berstuc is a murderous demon that stalks woodlands and jungles of the Material Plane.

Poisoned Fruit. Berstuc prowl forests in search of travelers to torment. A berstuc demon poses as a benevolent, or at least indifferent, wood spirit to gain the trust of mortals. It allows itself to be persuaded to help lost travelers (reluctantly) or to lead them to their destinations. Once it draws its unwitting prey deep into the woods, it strikes.

Berstuc

Large Fiend (Demon), Chaotic Evil

Armor Class 18 (natural armor)

Hit Points 157 (15d10 + 75)

Speed 40 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	20 (+5)	12 (+1)	14 (+2)	19 (+4)

Saving Throws Str +10, Wis +6, Cha +8

Skills Deception +8, Nature +9, Stealth +4, Survival +6

Damage Resistances acid, cold, fire; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities lightning, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 12

Languages Abyssal, Common, Sylvan, telepathy 120 ft.

Challenge 11 (7,200 XP) **Proficiency Bonus** +4

False Presence. The berstuc detects as a Fey when sensed by spells and features, such as the *detect evil and good* spell or a paladin's Divine Sense. However, it is still a Fiend and can be subjected to spells and features that affect Fiends, such as Divine Smite. Beasts and Plants find the berstuc's presence soothing and don't attack the berstuc unless ordered to or provoked.

Forest Camouflage. The berstuc has advantage on Dexterity (Stealth) checks made to hide in forest terrain.

Magic Resistance. The berstuc has advantage on saving throws against spells and other magical effects.

Twisted Path. While in a nonmagical forest, the berstuc leaves no trail and can't be tracked, except by magical means. Creatures of the berstuc's choice within 30 feet of it that travel with it can't retrace their own trails, and become hopelessly lost after 1 hour of travel with the berstuc. Creatures led astray by the berstuc have disadvantage on ability checks to discern their location or to navigate for 24 hours.

Verdant Nature. The berstuc doesn't require food or sleep.

Actions

Multiattack. The berstuc makes three Slam attacks. If two Slam attacks hit a Medium or smaller creature, the berstuc can use Enclose on it.

Slam. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage, and the target is grappled (escape DC 17) if it is a Large or smaller creature and the berstuc doesn't have two other creatures grappled.

Enclose. The berstuc encloses a Medium or smaller creature grappled by it in a mossy growth on the berstuc's body, and the grapple ends. While enclosed in the berstuc's growth, the target is blinded and restrained, it has total cover from attacks and other effects outside the berstuc, and it takes 21 (6d6) poison damage at the start of each of the berstuc's turns. The berstuc can have only one creature enclosed at a time.

If the berstuc takes 30 damage or more on a single turn from a creature inside its growth, the berstuc must succeed on a DC 15 Constitution saving throw at the end of that turn or expel the enclosed creature as the growth bursts. The expelled creature falls prone in a space within 5 feet of the berstuc. If the berstuc dies, an enclosed creature is no longer restrained by it and can escape from the growth by using 5 feet of movement, exiting prone.

Demon, Kishi

This strong and handsome warrior has a snarling hyena's face at the back of its head.

Dark Appetites. Kishi are two-faced male demons perpetually driven by their voracious appetites, carnal or otherwise, with a predilection for female humanoids. Kishi frequently behead, scalp, or skin their conquests and decorate their shields with their trophies.

Hats and Veils. Kishi demons typically masquerade as muscular warriors or glib storytellers, wearing elaborate headdresses or clan veils to hide the demonic hyena face on the back of their head.

Deadly Charmers. They use magical and nonmagical means of persuasion to inveigle women into their embrace, but their trysts always end in a grisly feast upon their victim's flesh.

Kishi

Medium Fiend (Demon), Chaotic Evil

Armor Class 18 (natural armor, shield)

Hit Points 119 (14d8 + 56)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	20 (+5)	19 (+4)	15 (+2)	11 (+0)	22 (+6)

Saving Throws Dex +8, Con +7, Wis +3

Skills Deception +9, Perception +3, Performance +9

Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 13

Languages Abyssal, Celestial, Common, Draconic, telepathy 120 ft.

Challenge 8 (3,900 XP) **Proficiency Bonus** +3

Fiendish Weapons. The kishi's weapon attacks are magical. When the kishi hits with any weapon, the weapon deals an extra 2d8 cold damage (included in the attack).

Two Heads. The kishi has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

Magic Resistance. The kishi has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The kishi makes one Bite attack and two Spear attacks.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 11 (2d6 + 4) piercing damage plus 9 (2d8) cold damage.

Spear. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage, or 8 (1d8 + 4) piercing damage if used with two hands to make a melee attack, plus 9 (2d8) cold damage.

Spellcasting. The kishi casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 17):

At will: *detect evil and good*, *detect magic*, *suggestion*

3/day: *glibness*

1/day: *dominate person*

Bonus Actions

Trophy Shield. The kishi absorbs some of the essence of a creature it killed since the end of its previous turn and magically creates a grisly trophy of the creature on its shield or spear. For 1 hour, its Armor Class becomes 20, and creatures of the same type as the slain creature have disadvantage on attack rolls against the kishi.

Variant: Demon Summoning

Some kishi demons have the following action option that allows them to summon other demons.

Summon Demon (1/Day). The kishi demon magically calls 1d4 giant hyenas that are Fiends with the kishi's damage resistances and immunities. It has a 50 percent chance of calling one kishi demon instead. The called creatures arrive in 1d4 rounds, acting as allies of the kishi and obeying its telepathic commands. The creatures remain for 1 hour, until the kishi dies, or until the kishi dismisses them as a bonus action.

Demon, Malakbel

Within a blinding wave of heat and glare walks a long-limbed, misshapen form. The creature scorches everything in its path as it strides forward.

What most people recall most vividly from an encounter with a malakbel is the blinding light and blistering heat surrounding it. Rippling distortion obscures the creature's body, which is roughly the size and shape of an adult human.

Demonic Messengers. Malakbel demons are contradictory creatures. They are both messengers and destroyers who carry the words of demon lords or even dark gods to the mortal realm. Paradoxically, once their message is delivered, they often leave none of its hearers alive to spread the tale.

Where Virtue Cannot Look. The malakbel is the embodiment of all that is forbidden and destructive. Despite its vital role as a messenger, its destructive nature always comes to the fore. A malakbel descends upon settlements and travelers with the merciless and relentless onslaught of the raging sun, burning all it sees to cinders before vanishing like heat shimmers at dusk.

Malakbel

Medium Fiend (Demon), Chaotic Evil

Armor Class 14 (natural armor)

Hit Points 102 (12d8 + 48)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	19 (+4)	13 (+1)	16 (+3)	20 (+5)

Saving Throws Dex +7, Wis +7

Skills Perception +7

Damage Resistances cold, lightning; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities fire, radiant, poison

Condition Immunities blinded, poisoned

Senses truesight 30 ft., passive Perception 17

Languages Abyssal, telepathy 120 ft.

Challenge 9 (5,000 XP) **Proficiency Bonus** +4

Blistering Radiance. The malakbel sheds searing, bright light in a 30-foot radius and dim light for an additional 30 feet. At the start of each of the malakbel's turns, each creature in the bright light shed by the malakbel takes 11 (2d10) radiant damage. If any of the bright light overlaps with an area of darkness created by a spell of 3rd level or lower, the spell creating the darkness is dispelled.

Distortion. Ranged attacks against the malakbel are made with disadvantage.

Magic Resistance. The malakbel has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The malakbel makes two Scorching Blast attacks.

Scorching Blast. *Melee or Ranged Spell Attack:* +9 to hit, reach 5 ft. or range 120 ft., one target. *Hit:* 18 (3d8 + 5) fire damage.

Searing Flare (Recharge 5–6). The malakbel intensifies the heat and light it sheds to withering levels. Each creature in the bright light shed by the malakbel's Blistering Radiance trait must make a DC 16 Constitution saving throw. On a failure, a creature takes 13 (3d8) fire damage and 22 (4d10) radiant damage and suffers one level of exhaustion. On a success, a creature takes half the damage and doesn't suffer exhaustion.

Teleport. The malakbel magically teleports, along with any equipment it is wearing or carrying, up to 100 feet to an unoccupied space it can see.

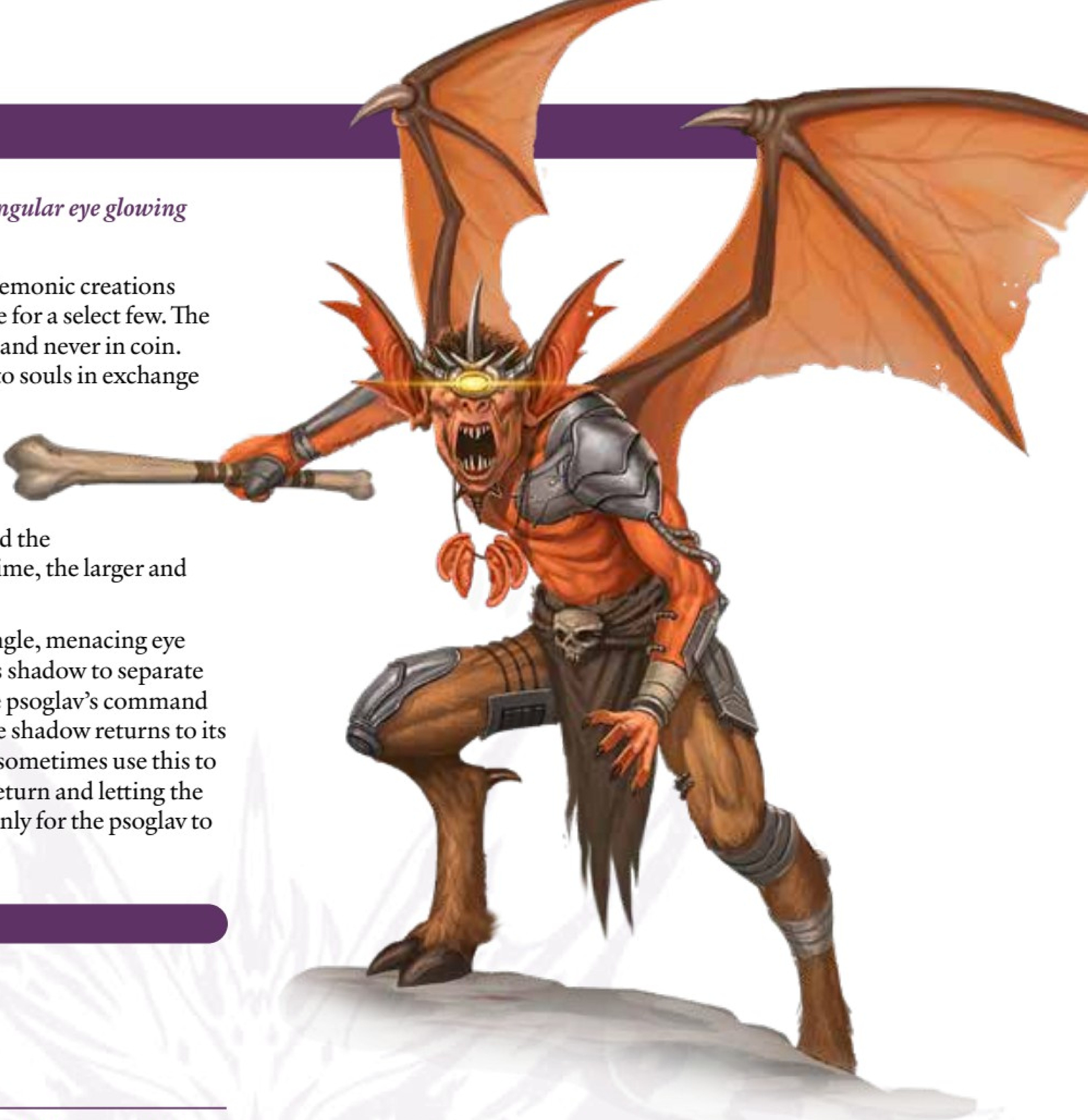
Demon, Psoglav

An immense creature sniffs at the air, its singular eye glowing with malice.

Paid in Souls and Memories. These demonic creations are bred for protection, which they provide for a select few. The price for their guardianship is always high and never in coin. They demand everything from memories to souls in exchange for their services.

Fond of Trophies. Psoglav demons carry recent kills along with them as grisly toys, and they often wear strings of scalps or ears as trophies. They do not mind the stench, and enjoy gnawing bones as a pastime, the larger and more durable the better.

Shadow Stealers. The psoglav has a single, menacing eye that is capable of commanding a creature's shadow to separate from its owner and follow the psoglav. The psoglav's command of the shadow is tenuous, however, and the shadow returns to its owner within a few days. Psoglav demons sometimes use this to sow further fear, allowing the shadow to return and letting the victim believe the psoglav has moved on, only for the psoglav to show up days later to finish the kill.



Psoglav

Large Fiend (Demon), Chaotic Evil

Armor Class 17 (natural armor)

Hit Points 115 (11d10 + 55)

Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	23 (+6)	20 (+5)	16 (+3)	19 (+4)	18 (+4)

Saving Throws Dex +9, Con +8, Wis +7, Cha +7

Skills Acrobatics +9, Perception +7, Intimidation +7, Stealth +9

Damage Resistances cold, fire, lightning

Damage Immunities poison

Condition Immunities poisoned

Senses blindsight 30 ft., darkvision 60 ft., passive Perception 17

Languages Abyssal, Common, telepathy 60 ft.

Challenge 7 (2,900 XP) **Proficiency Bonus** +3

Magic Resistance. The psoglav has advantage on saving throws against spells and other magical effects.

Magic Weapons. The psoglav's weapon attacks are magical.

Actions

Multiattack. The psoglav makes three Bite attacks.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 18 (2d12 + 5) piercing damage.

Invisibility. The psoglav magically turns invisible until it attacks or uses Shadow-Stealing Ray, or until its concentration ends (as if concentrating on a spell). Any equipment the psoglav wears or carries is invisible with it.

Shadow-Stealing Ray (Recharge 5–6). The psoglav emits a beam from its single eye at one creature it can see within 60 feet of it. The target must make a DC 15 Constitution saving throw. On a failure, the target is pushed up to 20 feet away from the psoglav, and its shadow becomes a creature under the psoglav's control for 24 hours or until the shadow is reduced to 0 hp. On a success, the target is pushed up to 10 feet away from the psoglav and its shadow isn't stolen. Each controlled shadow uses the statistics of a shadow, except it can't create shadows from killing Humanoids. The psoglav can have no more than five shadows under its control at a time. The shadow becomes permanently under the psoglav's control if the shadow's original owner dies.

If a shadow's original owner died within the past minute, the psoglav can command (no action required) the shadow to inhabit and control the body, using the owner's statistics, proficiencies, and class features. A shadow inhabiting a body in this way can't cast spells or activate magic items the owner possessed, and it loses its Amorphous, Shadow Stealth, and Sunlight Weakness traits while inhabiting the body. The shadow can inhabit or exit the body as a bonus action. The shadow can inhabit the body for up to 24 hours after the creature died, after which time it is ejected and can't inhabit the body again.

If a creature's saving throw is successful or its shadow is returned to it, the creature is immune to the Shadow-Stealing Ray of all psoglav demons for the next 24 hours.

Bonus Actions

Shadow Jump (3/Day). While in shadows, dim light, or darkness, the psoglav disappears into the darkness and reappears in an unoccupied space it can see within 60 feet.

Demon, Rubezahl

A pair of immense, branching antlers arches above this man's coldly gleaming eyes, and wicked claws tip his long fingers.

Assume Mortal Form. Rubezahls are capricious creatures with an affinity for weather, particularly lightning. Like the ever-changing weather, they are driven by constantly shifting motivations and mannerisms. They are consummate tricksters who delight in taking the form of innocuous mortals, like traveling monks, tinkers, or lost merchants. They love to play the friend with their nearly undetectable lies, slipping into the confidence of unsuspecting mortals before murdering them.

Counting Demons. Rubezahls have a weakness, however. They are known as counting demons, and a savvy mortal who knows its nature can confound one with groups of objects: a handful of coins, a basket of apples, even a bed of flowers. If the objects are clearly pointed out to the rubezahl, the creature becomes distracted until it counts each item in the group. Unfortunately for mortals, rebezahls can count startlingly fast; even a mound of gravel takes no more than a few moments for a rubezahl to assess. Rubezahl loathe being compelled this way, and they are driven to annihilate any mortal bold enough to exploit this weakness.

Rubezahl

Medium Fiend (Demon), Chaotic Evil

Armor Class 15 (natural armor)

Hit Points 136 (21d8 + 42)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	14 (+2)	11 (+0)	12 (+1)	18 (+4)

Saving Throws Dex +6, Con +6, Wis +5

Skills Deception +8, Perception +5, Survival +5

Damage Resistances cold, fire; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities lightning, thunder, poison

Condition Immunities poisoned, stunned

Senses blindsight 10 ft., darkvision 120 ft., passive Perception 15

Languages Abyssal, Common, telepathy 120 ft.

Challenge 10 (5,900 XP) **Proficiency Bonus** +4

Counting Compulsion. If a creature uses an action to point out an ordered group of objects that the rubezahl can see, such as a pile of gravel, the demon is compelled to count the entire group. Until the end of its next turn, the rubezahl has disadvantage on attack rolls and ability checks, and it can't take reactions. Once it has counted a given group of objects, it can't be compelled to count those objects again.

False Tongue. The rubezahl has advantage on Charisma (Deception) checks. In addition, magical attempts to discern lies always report that the rubezahl's words are true, and it can't be magically forced to tell the truth.

Magic Resistance. The rubezahl has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The rubezahl makes one Gore attack and two Claw attacks.

Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 15 (3d6 + 5) slashing damage plus 7 (2d6) lightning damage.

Gore. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 18 (3d8 + 5) piercing damage, and the target creature must succeed on a DC 16 Strength saving throw or be knocked prone.

Thunderstrike (Recharge 5–6). The rubezahl calls a sizzling bolt of lightning out of the sky, or from the air if underground or indoors, to strike a point the rubezahl can see within 150 feet of it. Each creature within 20 feet of that point must make a DC 16 Dexterity saving throw. On a failure, the creature takes 36 (8d8) lightning damage and is stunned until the end of its next turn. On a success, the creature takes half the damage and isn't stunned.

Spellcasting. The rubezahl casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 16):

At will: *disguise self*, *fog cloud*

3/day each: *gust of wind*, *sleet storm*

1/day: *control weather* (as an action)

Derro, Fetal Savant

This creature resembles a blue-skinned dwarven infant, no older than a year. Its limbs flail, its head lolls with an obvious lack of coordination, and it screams incessantly.

Of the madness and insanity that resonates so strongly in derro society, perhaps none is as twisted as the derro fetal savant, born insane by the blessing of their eldritch masters and destined to lead their people further into madness.

Soul Swapping. Only the rarest of derro are born with the ability to exchange souls with other creatures, and the babbling infants are treated with maddened reverence. Oddly, this unique power causes an extreme sensitivity to bright light.

Carried into Battle. Placed in small, pillowed cages and borne aloft on hooked staves, the wild-eyed, magically gifted newborns are used to sow confusion among enemy ranks. Though typically carried into battle, fetal savants can make their cages float, freeing their carriers to better defend them when necessary.

Fetal Savant

Tiny Humanoid, Chaotic Evil

Armor Class 11

Hit Points 32 (13d4)

Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
5 (−3)	12 (+1)	10 (+0)	8 (−1)	12 (+1)	20 (+5)

Saving Throws Wis +3, Cha +7

Skills Perception +3

Damage Immunities psychic

Condition Immunities charmed, frightened

Senses darkvision 60 ft., passive Perception 13

Languages Dwarvish, telepathy 60 ft.

Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Enchanted Cage. The savant is immune to damage and can't be the target of spells or effects as long as its cage exists. The cage has a flying speed of 30 feet while the savant is inside of it, moving at the mental command of the savant. When the cage is destroyed, the savant floats gently to the ground. The cage has AC 19, 75 hp, and is immune to piercing, poison, and psychic damage. A non-derro that touches the cage or hits it with a melee weapon attack while within 5 feet of it must succeed on a DC 15 Wisdom saving throw or take 7 (2d6) psychic damage and be frightened until the end of its next turn. The cage disintegrates if exposed to sunlight for 1 hour.

Maddening Babble. The savant constantly babbles eldritch nonsense while it can see any non-derro creatures and isn't incapacitated. Each non-derro creature that starts its turn within 20 feet of the savant and can hear the babbling must succeed on a DC 15 Wisdom saving throw or be incapacitated until the start of its next turn.

Sunlight Hypersensitivity. The savant takes 20 radiant damage when it starts its turn outside the cage and in sunlight.

Actions

Multiattack. The fetal savant makes two Psychic Burst attacks.

Psychic Burst. *Melee or Ranged Spell Attack:* +7 to hit, reach 5 ft. or range 60 ft., one target. *Hit:* 14 (2d8 + 5) psychic damage.

Soul Exchange (Recharge 6). The savant exchanges its soul with one Humanoid it can see within 20 feet of it. Its body becomes paralyzed, the target's soul inhabits the savant's paralyzed body, and the savant inhabits the target's body, taking full control of it. The savant retains its alignment, its Intelligence, Wisdom, and Charisma scores, its Psychic Burst action, and its immunity to being charmed and frightened. It otherwise uses the target's statistics, but doesn't gain access to the target's knowledge, class features, or proficiencies.

The exchange lasts until the target's body or the savant's body is reduced to 0 hp, the savant ends it as a bonus action, or the savant is forced out by an effect like the *dispel evil and good* spell. When the exchange ends, the target returns to its body, regaining control, and the savant's soul returns to its body, which is no longer paralyzed. The target is immune to this savant's Soul Exchange for 24 hours after succeeding on the saving throw or after the exchange ends.

Derro, Shadow Antipaladin

This blue-skinned creature resembles a stunted dwarf. Its colorless eyes are large, and its white hair is wild. The expression on its face is a terrible rictus of madness and hate.

All derro are mad, but some devote their very souls to the service of insanity. They embrace the powers of darkness and channel shadow through their minds to break the sanity of any creatures they encounter. Derro shadow antipaladins are the elite servants of gods like Nyarlathotep and the Black Goat of the Woods.

Herald of Madness. The shadow antipaladin is insanity personified. Despite being called paladins, these unhinged creatures aren't swaggering warriors encased in steel or their dark reflections. A shadow antipaladin instead serves as a more subtle vector for the madness of its patron. They are masters of shadow magic and stealth who attack the faith of those who believe that goodness can survive the approaching, dark apotheosis. Death, madness, and darkness spread in the shadow antipaladin's wake.

Shadow Antipaladin

Small Humanoid (Derro), Chaotic Evil

Armor Class 18 (breastplate, shield)
Hit Points 82 (11d6 + 44)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	18 (+4)	11 (+0)	5 (−3)	14 (+2)

Saving Throws Str +3, Wis +0, Cha +5
Skills Perception +0, Stealth +7
Senses darkvision 120 ft., passive Perception 10
Languages Derro, Undercommon
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Evasion. If the shadow antipaladin is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the antipaladin instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Insanity. The shadow antipaladin has advantage on saving throws against being charmed or frightened.

Magic Resistance. The shadow antipaladin has advantage on saving throws against spells and other magical effects.

Necrotic Weapons. The shadow antipaladin's weapon attacks are magical. When the antipaladin hits with any weapon, the weapon deals an extra 2d8 necrotic damage (included in the attack).

Sunlight Sensitivity. While in sunlight, the shadow antipaladin has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Multiattack. The derro makes two Scimitar or Heavy Crossbow attacks.

Scimitar. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage plus 9 (2d8) necrotic damage.

Heavy Crossbow. *Ranged Weapon Attack:* +7 to hit, range 100/400 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage plus 9 (2d8) necrotic damage.

Infectious Insanity (Recharge 5–6). The shadow antipaladin magically assaults the minds of up to three creatures it can see within 30 feet of it. Each target must make a DC 13 Wisdom saving throw. On a failure, a creature takes 21 (6d6) psychic damage and is incapacitated for 1 minute as its mind fills with thoughts of eldritch terrors and otherworldly entities. On a success, a creature takes half the damage and isn't incapacitated. An incapacitated creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Reactions

Parry. The shadow antipaladin adds 3 to its AC against one melee attack that would hit it. To do so, the antipaladin must see the attacker and be wielding a melee weapon.

Devil, Arch-Devil, Ia'Affrat

A dark, droning cloud containing thousands of gray, thumb-sized wasps, shifts and swarms around the black silhouette of a tall human with glowing red eyes. The wasps, too, glow with the heat of a low-burning coal and are wreathed in foul-smelling smoke.

Faithless Servant. Ia'Affrat the Insatiable is the inverted reflection of his unkempt, overly-unyielding creator, Arbeyach, Hell's Prince of Swarms. Ia'Affrat acts as Arbeyach's emissary to the courts of his rivals and to the mortal world as diplomat, spy, assassin, and scourge. Though he serves the rigid and resolute Prince of Hell, Ia'Affrat shows little loyalty to his maker. The eloquent and sophisticated creature has betrayed his master in thousands of small ways over the centuries, and eventually may betray him utterly. Until then, Ia'Affrat's shifting hive mind pursues an unquenchable lust for arcane mysteries, human interaction, and the material pursuit of unwholesome flavors and dark delights.

Joker and Devourer. Ia'Affrat delights in comedy, wine, song, dance, food, and inflicting torture and public humiliation on his foes—he is a rapacious devourer, greedy for all transient pleasures.

Ia'Affrat

Large Swarm of Tiny Fiends (Devil), Lawful Evil

Armor Class 17 (natural armor)

Hit Points 170 (20d10 + 60)

Speed 20 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
3 (−4)	21 (+5)	16 (+3)	20 (+5)	18 (+4)	23 (+6)

Saving Throws Dex +10, Con +8, Wis +9, Cha +11

Skills Arcana +10, Deception +11, Insight +9, Perception +9, Persuasion +11

Damage Vulnerabilities cold

Damage Immunities bludgeoning, fire, piercing, poison, slashing

Condition Immunities charmed, frightened, paralyzed, petrified, poisoned, prone, restrained, stunned

Senses blindsight 10 ft., darkvision 120 ft., passive Perception 19

Languages Common, Infernal, Primordial, telepathy 120 ft.

Challenge 15 (13,000 XP) **Proficiency Bonus** +5

Collective Mind. Ia'Affrat's individual Fiends are connected via a hive mind. He can telepathically communicate with any of his individual Fiends within 50 miles of him, and he can't be surprised. If he is reduced to half his hp or lower, his Intelligence score is reduced to 10, he immediately changes into his shapeless form, and he can't take on a Humanoid form again until he regains hp to be above half his hp or he finishes a long rest.

Devil's Sight. Magical darkness doesn't impede Ia'Affrat's darkvision.

Grasping Limbs (Humanoid Form Only). Ia'Affrat can wield weapons and hold, grasp, push, pull, or interact with objects that might otherwise require a more Humanoid form to accomplish.

Legendary Resistance (3/Day). If Ia'Affrat fails a saving throw, he can choose to succeed instead.

Magic Resistance. Ia'Affrat has advantage on saving throws against spells and other magical effects.

Smoke Shroud. Ia'Affrat emits a cloud of dark smoke within 5 feet of himself. The area is lightly obscured to all except Ia'Affrat, and each non-devil creature that starts its turn in the smoke must succeed on a DC 18 Constitution saving throw or be blinded until the end of its turn. At the start of each of his turns, Ia'Affrat chooses whether this shroud is active.

Swarm (Shapeless Form Only). Ia'Affrat can occupy another creature's space and vice versa and can move through any opening large enough for a Tiny insect, but he can't grapple or be grappled.

Actions

Multiattack. Ia'Affrat makes three Bite or Burning Claw attacks, or he makes four Flaming Insect Bolt attacks.

Bite (Shapeless Form Only). *Melee Weapon Attack:* +10 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 21 (6d6) piercing damage plus 14 (4d6) poison damage, or 10 (3d6) piercing damage plus 7 (2d6) poison damage if Ia'Affrat has half of its hp or fewer. If the target is a creature, it must succeed on a DC 18 Constitution saving throw or be poisoned until the end of its next turn.

Burning Claw (Humanoid Form Only). *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 23 (4d8 + 5) slashing damage plus 10 (3d6) fire damage.

Flaming Insect Bolt. *Ranged Spell Attack:* +11 to hit, range 120 ft., one target. *Hit:* 16 (3d6 + 6) fire damage plus 10 (3d6) poison damage.

Inhabit (Shapeless Form Only). Ia'Affrat crawls into the body of a Humanoid, or a Humanoid corpse that has been dead no more than 7 days, that he can see within 5 feet of him. If the target is unwilling, the target must succeed on a DC 18 Constitution saving throw or the target loses control of its body, and Ia'Affrat takes control of the body. Ia'Affrat controls the body but doesn't deprive the target of awareness. Ia'Affrat can't be targeted by any attack, spell, or other effect, and he retains his alignment, his Intelligence, Wisdom, and Charisma scores, his Hurl Flame action and Teleport and Consume Host legendary actions, and his condition immunities. He otherwise uses the target's statistics, but doesn't gain access to the target's knowledge, class features, or proficiencies. If the target was a Humanoid corpse, he uses the statistics it had before it died.

Ia'Affrat inhabits the target until the target's body is reduced to 0 hp, Ia'Affrat ends it as a bonus action, or Ia'Affrat is forced out by the *dispel evil and good* or *greater restoration* spell. When the inhabit ends, Ia'Affrat reappears in an unoccupied space within 5 feet of the target. The target is immune to Ia'Affrat's Inhabit for 24 hours after succeeding on the saving throw or after the inhabit ends.

BONUS ACTIONS

Shape Swarm. Ia'Affrat can shape himself into a Large or smaller Humanoid or back into a shapeless mass of Tiny insectoid Fiends. His statistics, other than his size, are the same in each form, and he can't regain hp or gain temporary hp, except for the Consume Host legendary action. He can't take on a Humanoid form if he is occupying the space of another creature.

LEGENDARY ACTIONS

Ia'Affrat can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Ia'Affrat regains spent legendary actions at the start of his turn.

Teleport. Ia'Affrat teleports, along with any equipment he is wearing or carrying, up to 120 feet to an unoccupied space he can see.

Vermin Breath (Costs 2 Actions; Humanoid Form Only). Ia'Affrat exhales 1d4 swarms of insects in spaces he can see within 30 feet. The swarms take their turns immediately after Ia'Affrat, and they are allies of Ia'Affrat, obeying his telepathic commands. They remain for 1 minute, until Ia'Affrat dies, or until Ia'Affrat dismisses them as a bonus action. Ia'Affrat can have no more than five swarms of insects under his control at a time.

Consume Host (Costs 3 Actions; Shapeless Form Only). While inhabiting a Humanoid, Ia'Affrat consumes the host from the inside. The host takes 18 (4d8) necrotic damage, and Ia'Affrat regains hp equal to that amount.

SPAWN OF ARBEYACH

This insectile humanoid's mouth stretches over dripping mandibles that are poorly concealed behind an ill-fitting mask of flesh. Its eyes have compound irises, and barbed stingers sprout between the fingers at the ends of its long, segmented limbs.

Spawn of Arbeyach are extensions of the will of Hell's Prince of Swarms, Arbeyach, and often serve him in the mortal world as the arch-devil carries out their master's wishes. To this end, they often inhabit hives of tosculi (see page 365) that worship Arbeyach.

Skin and Carapace. Spawn of Arbeyach are roughly humanoid, with many insectoid qualities, including a hardened carapace and oddly-jointed limbs. Their faces, arms, and legs are covered with a largely decorative skin which stretches and tears to reveal insectile traits.

Hive Dwellers. They dwell in hive structures comprised of natural growth and rigid architecture. The hives are built in isolated, easily-defensible locales, and visitors often must climb or fly to reach them.

SPAWN OF ARBEYACH

Medium Fiend (Devil), Lawful Evil

Armor Class 17 (natural armor)

Hit Points 78 (12d8 + 24)

Speed 40 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	15 (+2)	10 (+0)	13 (+1)	12 (+1)

Saving Throws Wis +4

Skills Perception +4, Stealth +5

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 14

Languages Infernal

Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Devil's Sight. Magical darkness doesn't impede the spawn's darkvision.

Hive Bond. While the spawn is within 60 feet of at least one member of its hive, it has advantage on initiative rolls and on Wisdom (Perception) checks. The spawn can't be surprised if at least one other member is aware of the danger and within 300 feet of it.

Magic Resistance. The spawn has advantage on saving throws against spells and other magical effects.

Speak with Insects. The spawn can communicate with insects as if they shared a language.

ACTIONS

Multiattack. The spawn of Arbeyach makes one Bite attack and one Stinger attack.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage plus 4 (1d8) poison damage.

Stinger. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage plus 13 (3d8) poison damage. If the target is a creature, it must succeed on a DC 13 Constitution saving throw or be poisoned for 1 minute. A poisoned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Children of Arbeyach (1/Day). The spawn of Arbeyach magically calls 1d4 swarms of insects. The called creatures arrive in 1d4 rounds, acting as allies of the spawn and obeying its spoken commands. The insects remain for 1 hour, until the spawn dies, or until the spawn dismisses them as a bonus action.

Devil, Automata

A nightmare wrapped in chains and held together by cutting cogs and whirring gears, this fiend howls like a hurricane in battle.

Guards and Overseers. Sometimes called *castigas*, automata devils are made to monitor others. They are often put in charge of prisoners or infernal factories.

Pierced by Chain and Wire. This slender creature's skin is pierced with barbs, sharp nails, and coils of wire, which have been threaded through its flesh. Chains are buried under blisters and scabs. This infernal horror's eyelids—both front and back pairs—are sewn back with wire, while six arms ending in large grasping hands erupt from its shoulders.

Coiled Metal Whips. The creature's head is a dark mass ending in two large mandibles. By its side, it carries a huge coiled whip that squirms like a snake and is said to scent lies and treachery. The creature's stomach opens up like a second mouth, lined with tooth-like spines.

Automata Devil

Large Fiend (Devil), Lawful Evil

Armor Class 17 (natural armor)

Hit Points 168 (16d10 + 80)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	17 (+3)	20 (+5)	11 (+0)	14 (+2)	19 (+4)

Saving Throws Str +11, Dex +7, Wis +6, Cha +8

Skills Athletics +11, Intimidation +8

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 12

Languages Common, Infernal, telepathy 120 ft.

Challenge 10 (5,900 XP) **Proficiency Bonus** +4

Devil's Sight. Magical darkness doesn't impede the devil's darkvision.

Fear Aura. A creature that starts its turn within 10 feet of the automata devil must succeed on a DC 17 Wisdom saving throw or become frightened until the start of its next turn. On a successful saving throw, the creature is immune to the automata devil's Fear Aura for 24 hours.

Magic Resistance. The automata devil has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The automata devil makes one Bite attack, one Whip attack, and two Claw attacks. It can replace two Claw attacks with a use of Shredding Maw.

Bite. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 18 (2d10 + 7) slashing damage.

Claw. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 16 (2d8 + 7) slashing damage.

Whip. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 12 (2d4 + 7) slashing damage, and the target is grappled (escape DC 17). The automata devil has two whips, each of which can grapple only one target.

Shredding Maw. One creature grappled by the automata devil is pulled up to 10 feet toward the devil's central maw, which shreds the creature with churning gears, razor teeth, and whirling blades. The target must make a DC 17 Strength saving throw, taking 36 (8d8) slashing damage on a failed save, or half as much damage on a successful one.

Teleport. The automata devil magically teleports, along with any equipment it is wearing or carrying up to 120 feet to an unoccupied space it can see.

Automata Devils in Midgard

One corner of the Eleven Hells is known simply as the Forge. Here, black chimneys rise a mile high from a dead land of choking air and red poison hills. The Machine, a greater devil who never sleeps and never lets his subjects know rest, rules this land. His overseers consist of thousands of imps who whip and punish the workers. The imps themselves are kept in check by hordes of chain devils, who in turn answer to the automata devils as overseers.

Devil, Chort

Small horns crown this pig-faced devil's head. It stands on shaggy goat legs and holds a flaming polearm in its clawed hands. It bears a wicked gleam in its black eyes.

Bad Bargains. Quick and canny, a chort devil delights in enticing mortals to make terrible bargains. A chort wants its victim to know it is dealing with a devil. The relative straightforwardness of this approach enables the creature to better deceive victims. After all, the chort affirms, if the victims weren't so desperate, they wouldn't be bargaining with a devil. If necessary, an implied threat of immolation gives it greater bargaining power, but the devil is careful not to torture or otherwise harm its patsy, as that voids any potential contract.

Recitation of Contracts. Occasionally, some poor fool believes he can trick a chort and escape a legal bargain. The devil appears and recites the entirety of the contract its victim signed, replete with embarrassing details about a dispatched rival, the ensnarement of a lover, and other disclosures. A chort ensures all those entangled in its victim's affairs are present to hear the recitation, and it disappears once all the victim's dark secrets have been revealed.

Smear Tactics. An opponent of the chort often finds itself the victim of its own hubris, as the devil digs up or creates vile tales about the opponent. For example, it may steal a paladin's sword and use it to murder an especially pious person, leaving the sword in the victim. Thus, a chort dispatches a foe resistant to its manipulations, brings suspicion to a potential foe, and taints a weapon—at least in reputation—which might be used against it.

Chort Devil

Medium Fiend (Devil), Lawful Evil

Armor Class 18 (natural armor)

Hit Points 187 (15d8 + 120)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	20 (+5)	26 (+8)	18 (+4)	20 (+5)	20 (+5)

Saving Throws Str +11, Dex +9, Con +12, Int +8, Cha +9

Skills Athletics +11, Deception +9, Insight +9, Perception +9

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

Damage Immunities cold, fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 19

Languages Celestial, Common, Infernal, telepathy 120 ft.

Challenge 12 (8,400 XP) **Proficiency Bonus** +4

Devil's Sight. Magical darkness doesn't impede the chort devil's darkvision.

Hellish Weapons. The chort devil's weapon attacks are magical. When the devil hits with any weapon, the weapon deals an extra 4d6 fire damage (included in the attack).

Magic Resistance. The chort devil has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The chort devil makes one Claw attack and two Ranseur attacks, or it makes four Hurl Flame attacks.

Claw. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 12 (2d4 + 7) slashing damage plus 14 (4d6) fire damage, and the target must succeed on a DC 17 Constitution saving throw or have disadvantage on ability checks and saving throws that use Charisma for 1 hour or until cured by a *lesser restoration* spell or similar magic.

Ranseur. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 12 (1d10 + 7) piercing damage plus 14 (4d6) fire damage.

Hurl Flame. *Ranged Spell Attack:* +9 to hit, range 120 ft., one target. *Hit:* 19 (4d6 + 5) fire damage.

Teleport. The chort devil magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

Spellcasting. The chort devil casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 17):

At will: *charm person*, *illusory script* (as an action)

3/day each: *dispel magic*, *modify memory*

1/day: *haste*

Devil, Crystalline

This gem-encrusted devil grins with jagged teeth and bares claws as sharp as glass.

Gem-Coated. Crystalline devils resemble gem-coated humanoids with cruel, twisted faces, jagged teeth, and terrible talons like shards of broken glass. Their feet, however, are soft and bare, allowing them to pad along in silence as they seek a favorable spot to assume gem form.

Winking Jewels. In its treasure form, a crystalline devil resembles a sparkling jewel, glowing with a warm inner light. It seeks to catch the eye of an unwary creature whose mind it might corrupt to greed and murder. If its identity is discovered in gem form, it reassumes its normal form and attacks.

Passed Along. After insinuating themselves into groups, crystalline devils encourage betrayal and murder, then persuade a host to pass on their treasure as atonement for their crimes.

Crystalline Devil

Medium Fiend (Devil), Lawful Evil

Armor Class 15 (natural armor)

Hit Points 102 (12d8 + 48)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	18 (+4)	14 (+2)	13 (+1)	15 (+2)

Saving Throws Wis +4, Cha +5

Skills Deception +8, Insight +4, Stealth +7

Damage Resistances acid, cold; bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 11

Languages Celestial, Common, Infernal, telepathy 120 ft.

Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Devil's Sight. Magical darkness doesn't impede the crystalline devil's darkvision.

False Appearance (Gemstone Form Only). While the devil remains motionless, it is indistinguishable from an ordinary gemstone.

Glittering Temptation (Gemstone Form Only). The devil sheds dim light in a 5-foot radius. Each creature that starts its turn within 30 feet of the devil and that can see it must succeed on a DC 15 Wisdom saving throw or be charmed for 1 minute. While charmed, a creature is incapacitated and must move on its turn toward the devil by the safest route, trying to get within 5 feet of the devil to hold it. The charmed creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. On a success, a creature is also immune to this devil's Glittering Temptation for the next 24 hours. A creature charmed by the devil has disadvantage on the saving throw against Crystalline Spray.

Magic Resistance. The crystalline devil has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The devil makes three Claw attacks.

Shard Claw (Fiend Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage.

Crystalline Spray (Recharge 5–6). The crystalline devil sprays a burst of crystal shards. Each creature within 15 feet of the devil must make a DC 15 Dexterity saving throw, taking 27 (6d8) piercing damage on a failed save, or half as much damage on a successful one.

Bonus Actions

Betraying Carbuncle. The crystalline devil magically transforms into a Small or smaller gemstone or back into its true form, which is a Fiend. Its statistics, other than its size, are the same in each form, except it can't move or speak when in its gemstone form. Any equipment it is wearing or carrying transforms with it. It reverts to its true from if it dies.

Variant: Devil Summoning

Some crystalline devils have the following action option that allows them to summon other devils.

Summon Devil (1/Day). The crystalline devil magically calls one jewel-encrusted, fiendish animated armor that has the crystalline devil's damage resistances and immunities. The crystalline devil has a 25 percent chance of calling one crystalline devil instead. The called creature arrives in 1d4 rounds, acting as an ally of the devil and obeying its telepathic commands. The creature remains for 1 hour, until the devil dies, or until the devil dismisses it as a bonus action.

Devil, Gilded

This tall, bronze-complexioned man is abnormally long-limbed and clad in armor of stained and battered coins. His wiry frame is festooned with mismatched bracelets, rings, and necklaces, each gaudier than the last.

Servants of Mammon. Rarely seen in their natural form outside of Hell, gilded devils are the servitors of the devil-god Mammon, Lord of Greed. They tempt and corrupt with promises of wealth and power, twisting mortal greed into sure damnation.

Impression of Wisdom. When pursuing a mortal of high standing, gilded devils prefer unassuming appearances, molding their flesh and gaudy trappings to make themselves look the parts of wise advisers, canny merchants, or sly confidants. Even in their humblest form, gilded devils always wear a piece of golden jewelry or a jeweled button or ornament.

Gilded Devil

Medium Fiend (Devil), Lawful Evil

Armor Class 16 (natural armor)

Hit Points 112 (15d8 + 45)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	17 (+3)	15 (+2)	18 (+4)	17 (+3)

Saving Throws Con +6, Wis +7, Cha +6

Skills Deception +9, History +5, Insight +7, Persuasion +9, Sleight of Hand +5

Damage Resistances cold; bludgeoning, piercing, and slashing damage from nonmagical attacks not made with silvered weapons

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 14

Languages Celestial, Common, Draconic, Infernal, telepathy 120 ft.

Challenge 7 (2,900 XP) **Proficiency Bonus** +3

Devil's Sight. Magical darkness doesn't impede the gilded devil's darkvision.

Golden Flail. The gilded devil's Golden Flail attacks are magical. When the devil hits with the Golden Flail, the flail deals an extra 4d6 fire damage (included in the attack). In addition, the devil can transform the flail into gold jewelry or back into a weapon as a bonus action.

Liar's Largesse. If a creature accepts a gift of jewelry from the gilded devil, the creature becomes cursed until cured by a *remove curse* spell or similar magic. While cursed, the creature has disadvantage on saving throws against the devil's spells and abilities.

Magic Resistance. The gilded devil has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The gilded devil makes two Golden Flail attacks or three Hurl Flame attacks.

Golden Flail. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 10 (1d10 + 5) bludgeoning damage plus 14 (4d6) fire damage.

Hurl Flame. *Ranged Spell Attack:* +7 to hit, range 120 ft., one target. *Hit:* 14 (3d6 + 4) fire damage.

Teleport (Recharge 4–6). The gilded devil magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

Voracious Greed. The gilded devil magically consumes up to 1 cubic foot of nonmagical jewelry or coins made of precious material within 5 feet of it. It regains 5 hp for every 200 gp of the consumed objects' value. If the jewelry or coins are being worn or carried by a creature, that creature must succeed on a DC 15 Dexterity saving throw to prevent the consumption.

Spellcasting. The gilded devil casts one of the following spells, requiring no material components and using Wisdom as the spellcasting ability (spell save DC 15):

At will: *alter self, detect thoughts, suggestion*

3/day each: *charm person, scrying*

Bonus Actions

Betrayal of Riches (Recharge 4–6). One creature wearing jewelry (an object made of precious material and worth at least 100 gp) the gilded devil can see within 60 feet of it must make a DC 15 Wisdom saving throw. On a failure, the target takes 13 (3d8) bludgeoning damage and suffers an effect until it finishes a short rest. The effect is based on the location of the worn jewelry (devil's choice if worn in multiple locations): on upper limbs, its melee damage is halved; on lower limbs, its speed is halved; on head, it is blinded or deafened (devil's choice); on body, it has vulnerability to bludgeoning damage. On a success, the target takes half the damage and doesn't suffer an additional effect.

Devil, Ink

This small devil wears a small red hat. A wicked grin flashes black teeth, and the creature nervously wrings its hands, baring long, needle-like claws.

Ink devils have small, pursed mouths and long, thin, bony fingers with nails that resemble quills. Their heads are often bald or shaved in a monastic tonsure, and they have two small horns, no larger than an acorn. Their skin tends toward walnut, indigo, and black tones, though the eldest are as pale as parchment. They often wear robes and carry scroll cases.

Cowards at Heart. Ink devils are talkers and cowards. They prefer chatting, whining, and pleading to any form of combat. When they are forced to fight, they prefer to hide behind other devils. They force lesser devils, like lemures, to fight for them, resorting to their sharp claws only as a last resort.

False Gifts. They often give strangers false gifts, like letters of credit, charters, or scholarly papers inscribed with a dangerous glyph.

Bibliophiles and Bookworms. Ink devils live in libraries and scriptoria in Hell and related planes. Their speed and keen vision make them excellent accountants, record keepers, translators, and note takers. They cannot be trusted, and they delight in altering documents for their own amusement or in their master's service.

Ink Devil

Small Fiend (Devil), Lawful Evil

Armor Class 14

Hit Points 54 (12d6 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	12 (+1)	20 (+5)	8 (−1)	18 (+4)

Saving Throws Dex +6

Skills Arcana +9, Deception +6, History +9, Stealth +6

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 9

Languages Celestial, Common, Draconic, Infernal, telepathy 120 ft.

Challenge 2 (450 XP) **Proficiency Bonus** +2

Devil's Sight. Magical darkness doesn't impede the ink devil's darkvision.

Magic Resistance. The ink devil has advantage on saving throws against spells and other magical effects.

Actions

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 14 (3d6 + 4) slashing damage.

Devil's Ink. *Melee or Ranged Spell Attack:* +6 to hit, reach 5 ft. or range 60 ft., one target. *Hit:* 13 (2d8 + 4) poison damage, and the target must succeed on a DC 13 Dexterity saving throw or be marked with a small, fiendish tattoo for 24 hours. Devils have advantage on attack rolls against the marked target, and the target has disadvantage on saving throws against the spells and abilities of devils.

Corrupt Scroll. The ink devil touches a scroll, corrupting it. A creature using the scroll must succeed a DC 13 Intelligence saving throw or the spell harms the caster (if an offensive spell), helps the nearest devil (if beneficial), or fails, consuming the scroll (if not offensive or if no devils are in range to benefit from the magic).

Invisibility. The ink devil magically turns invisible until it attacks or uses Disrupt Concentration, or until its concentration ends (as if concentrating on a spell). Any equipment the ink devil wears or carries is invisible with it.

Spellcasting. The ink devil casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 14):

At will: *detect magic*, *illusory script* (as an action)

1/day: *glyph of warding*

Bonus Actions

Disrupt Concentration. One spellcaster concentrating on a spell within 30 feet of the ink devil that the devil can see must succeed on a DC 13 Wisdom saving throw or lose concentration on the spell.

Devil, Koralk

The fiendish hulk bears features taken from a nightmare scorpion, with three stinging tails and four limbs. It wields a massive scythe.

Shaped by Arbeyach. These fiends sprang from the dark imagination of Hell's Prince of Swarms, Arbeyach, who twisted them into being from lemures and scorpions. Arbeyach shaped the koralk to be annihilators in battle and to gather souls from the fallen, bypassing typical soul collection methods to feed his war machine more quickly. They are sometimes called "harvester devils."

Transforming Poison. Poison from the koralk's stingers liquefies the victim's insides in an agonizing transformation. The creature swells as its organs, muscles, and skeleton rapidly break down and reform, transforming the creature into a lemure in a burst of fiendish goo. The new lemure is subject to the will of more powerful devils, and its fate from that moment on is the same as any lemure's. The koralk's poison can work this transformation on demons, giving Arbeyach's armies a unique edge.

Infernal Mounts. A koralk is strong enough for many devils to ride. They prefer only powerful devils as riders, but they obey their superiors and carry even the lowest of devils into battle if directed. Arbeyach often rides an especially large specimen into battle, called the Grand Annihilator by his devilish troops.

Koralk

Large Fiend (Devil), Lawful Evil

Armor Class 15 (natural armor)

Hit Points 136 (16d10 + 48)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	13 (+1)	17 (+3)	10 (+0)	11 (+0)	13 (+1)

Saving Throws Con +7, Wis +4, Cha +5

Damage Resistances cold; bludgeoning, piercing, and slashing damage from nonmagical attacks not made with silvered weapons

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 10

Languages Infernal, telepathy 120 ft.

Challenge 11 (7,200 XP) **Proficiency Bonus** +4

Devil's Sight. Magical darkness does not impair the koralk's darkvision.

Harvester Venom. The koralk produces a potent poison that liquefies the innards of those affected by it. Every hour that elapses after a creature succumbs to this poison, it must succeed on a DC 17 Constitution saving throw or take 7 (2d6) poison damage, and its hp maximum is reduced by that amount. Creatures with resistance or immunity to poison or the poisoned condition can be affected by this poison. Such creatures have advantage on the saving throw.

This potent poison remains within the creature's body until removed by the *greater restoration* spell or similar magic. If a creature dies while suffering from this poison, it rises as a lemure 1 hour later under the control of the nearest non-lemure devil within 1 mile.

Magic Resistance. The koralk has advantage on saving throws against spells and other magical effects.

Steadfast. The koralk can't be frightened while it can see an ally within 30 feet of it.

Actions

Multiattack. The koralk makes one Bite attack, one Scythe attack, and three Stinger attacks. It can replace its Scythe attack with a Vestigial Arms attack.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage.

Scythe. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) slashing damage.

Stinger. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 7 (1d4 + 5) piercing damage plus 7 (2d6) poison damage, and the target must succeed on a DC 17 Constitution saving throw or succumb to the devil's venom (see the Harvester Venom trait).

Vestigial Arms. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* If the target is a Medium or smaller creature, it is grappled (escape DC 17). Until this grapple ends, the creature is restrained, and the devil can't use its Vestigial Arms on another target.

Devil, Lunar

A hulking figure floats in the air, a winged horror painted in mist and moonlight.

Corruptors of the Moon. Lunar devils can be found subverting druidical orders or leading packs of werewolves. They are a lazy breed of devil and prefer lounging in the light of the moon over more vigorous activity. The only exception is an opportunity to corrupt druids and moon-worshippers, pitting them against followers of sun gods.

Vain and Boastful. Lunar devils are as vain as they are indolent. Tales the fey tell involve thwarting them by appealing to their vanity. Lunar devils frequently befriend the dark fey.

Flying in Darkness. In combat, lunar devils sometimes bring allies along, bestowing magical flight on them. The devils stay in areas of moonlight whenever they can. Lunar devils have excellent vision in total darkness, though, and are happy to use that against foes. They prefer attacking from range, allowing allies to take the brunt of any opposition.

Lunar Devil

Large Fiend (Devil), Lawful Evil

Armor Class 16 (natural armor)

Hit Points 94 (9d10 + 45)

Speed 40 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
21 (+5)	21 (+5)	20 (+5)	16 (+3)	15 (+2)	18 (+4)

Saving Throws Str +8, Dex +8, Con +8, Wis +5

Skills Perception +5

Damage Resistances cold; bludgeoning, piercing, and slashing damage from nonmagical attacks not made with silvered weapons

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 15

Languages Celestial, Draconic, Elvish, Infernal, Sylvan, telepathy 120 ft.

Challenge 8 (3,900 XP) **Proficiency Bonus** +3

Devil's Sight. Magical darkness doesn't impede the lunar devil's darkvision.

Light Incorporeality. The lunar devil is translucent when standing in moonlight and is immune to damage from all nonmagical weapons in such conditions.

Lightwalking. Once on its turn, the lunar devil can use half its movement to step magically into one area of moonlight within its reach and emerge from a second area of moonlight within 80 feet of the first, appearing in an unoccupied space within that second area.

Magic Resistance. The lunar devil has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The lunar devil makes one Bite attack, one Claw attack, and one Tail attack, or it makes three Hurl Moonlight attacks.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage plus 9 (2d8) cold damage.

Claw. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Tail. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage.

Hurl Moonlight. *Ranged Spell Attack:* +7 to hit, range 150 ft., one target. *Hit:* 17 (3d8 + 4) cold damage, and the target must succeed on a DC 15 Constitution saving throw or become blinded until the end of its next turn.

Spellcasting. The lunar devil casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 15):

At will: *fly*, *major image*

3/day: *greater invisibility*

1/day: *wall of ice*

Variant: Devil Summoning

Some lunar devils have the following action option that allows them to summon other devils.

Summon Devil (1/Day). The lunar devil magically calls 1d4 giant owls that are Fiends with the lunar devil's damage resistances and immunities (but not its Light Incorporeality trait). The lunar devil has a 25 percent chance of calling one lunar devil instead. The called creatures arrive in 1d4 rounds, acting as allies of the devil and obeying its telepathic commands. The creatures remain for 1 hour, until the devil dies, or until the devil dismisses them as a bonus action.

Devil, Orobas

Tall and powerful, this creature resembles a strong man with well-chiseled muscles, save its equine head, flaring nostrils, and hoofed feet.

Orobas devils thrive in Hell, selling their knowledge to those who have the coin or souls. The common phrase, "never trust a gift horse," stems from these corrupting devils.

Horse-Headed but Wise. Orobas devils look like horrific horse-headed humans. Sulfuric smoke curls from their nostrils, and flames dance across their flails. This beast-like appearance belies their true strength; these devils possess an uncanny prescience and affinity for divination.

Masters of Deceit. When bargaining with an orobas, one must speak truthfully—or possess an exceptionally quick tongue and the most charming smile.

Surrounded by Lessers. Orobas devils gather lesser devils both as chattel and defense. Their analytical minds telepathically confer the strengths and weaknesses of foes to their allies. With surprising speed, the deceivers can assess a battlefield, weigh outcomes, and redirect forces.

Orobas Devil

Large Fiend (Devil), Lawful Evil

Armor Class 19 (natural armor, shield)

Hit Points 203 (14d10 + 126)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	14 (+2)	28 (+9)	23 (+6)	26 (+8)	21 (+5)

Saving Throws Str +13, Dex +7, Con +14, Wis +13

Skills Deception +10, History +11, Insight +13, Perception +13, Persuasion +10

Damage Resistances acid, cold; bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

Damage Immunities fire, poison

Condition Immunities poisoned

Senses truesight 90 ft., passive Perception 23

Languages Celestial, Infernal, telepathy 100 ft.

Challenge 14 (11,500 XP) **Proficiency Bonus** +5

Deceptive Advice. When the orobas casts a spell of the divination school, it has advantage on Charisma (Deception) checks for 1 minute.

Hellish Weapons. The orobas's weapon attacks are magical. When the orobas hits with any weapon, the weapon deals an extra 3d8 fire damage (included in the attack).

Magic Resistance. The orobas has advantage on saving throws against spells and other magical effects.

Sense Consecrated. The orobas can pinpoint the location of Celestials, consecrated places or objects, and creatures wielding divine or celestial power, such as clerics, paladins, or aasimars, within 60 feet of it.

Actions

Multiattack. The orobas makes one Bite attack, one Flail attack, and one Stomp attack, or it makes four Hurl Flame attacks.

Bite. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 15 (2d6 + 8) piercing damage plus 13 (3d8) fire damage and 10 (3d6) poison damage, and the target must succeed on a DC 18 Constitution saving throw or become poisoned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Flail. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 17 (2d8 + 8) bludgeoning damage plus 13 (3d8) fire damage.

Stomp. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 11 (1d6 + 8) bludgeoning damage plus 13 (3d8) fire damage.

Hurl Flame. *Ranged Spell Attack:* +10 to hit, range 120 ft., one target. *Hit:* 23 (4d8 + 5) fire damage.

Teleport. The orobas magically teleports, along with any equipment, up to 120 feet to an unoccupied space it can see.

Spellcasting. The orobas casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 18):

At will: *augury*, *detect thoughts*, *guidance*

3/day each: *locate creature*, *nondetection*

1/day each: *contact other plane* (as an action), *legend lore* (as an action)

Reactions

Prediction (3/Day). When the orobas makes an ability check or attack, it can choose to have advantage on the roll.

Devil, Salt

The creature's skin sparkles with fine salt crystals as it brandishes a scimitar and jagged claws.

Sparkly Crystals. Salt devils have sharp, crystalline teeth, sparkling skin studded with fine salt crystals, and long claws that leave jagged, burning wounds. They can also fight with salt-encrusted blades seemingly forged from thin air.

Servants of Mammon. Salt devils claim to serve the devil-god Mammon. They often ally with gnolls and slavers with whom they seek out oases to use as ambush sites or just to poison the water.

Slavers and Corruptors. Salt devils create slave markets and salt mines, where they thrive on the misery of those indentured into their service. They often forge alliances with mortals when partners are needed for an endeavor, and they are less grasping and greedy than one might expect of Mammon's servants, preferring to encourage corruption in others.

Salt Devil

Medium Fiend (Devil), Lawful Evil

Armor Class 13 (natural armor)

Hit Points 93 (11d8 + 44)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	18 (+4)	13 (+1)	14 (+2)	15 (+2)

Saving Throws Dex +4, Con +7, Cha +5

Skills Perception +5, Stealth +4

Damage Resistances acid, cold; bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 15

Languages Common, Gnoll, Infernal, telepathy 120 ft.

Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Devil's Sight. Magical darkness doesn't impede the salt devil's darkvision.

Magic Resistance. The salt devil has advantage on saving throws against spells and other magical effects.

Salt-Encrusted Hide. A creature that touches the salt devil or hits it with a melee attack while within 5 feet of it takes 3 (1d6) slashing damage.

Actions

Multiattack. The salt devil makes two Scimitar attacks and one Water-Draining Claw attack.

Scimitar. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

Water-Draining Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) slashing damage. If the target is a creature that isn't a Construct or Undead, it must make a DC 15 Constitution saving throw, taking 14 (4d6) necrotic damage on a failed save, or half as much damage on a successful one. Plants, Oozes, and creatures with the Amphibious, Water Breathing, or Water Form traits have disadvantage on this saving throw. If the saving throw fails by 5 or more, the target also suffers one level of exhaustion.

Teleport (3/Day). The salt devil magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

Variant: Devil Summoning

Some salt devils have the following action option that allows them to summon other devils.

Summon Devil (1/Day). The salt devil magically calls 1d4 gnolls that are Fiends with the salt devil's damage resistances and immunities. The salt devil has a 25 percent chance of calling one salt devil instead. The called creatures arrive in 1d4 rounds, acting as allies of the devil and obeying its telepathic commands. The creatures remain for 1 hour, until the devil dies, or until the devil dismisses them as a bonus action.

Dinosaur, Mbielu

This lumbering saurian quadruped has large, oblong plates of bone covered in greenish slime protruding from its back and its thick, club-like tail.

Large Plates. People describe this reptilian herbivore as "the animal with planks growing out of its back." The mbielu is a large dinosaur akin to a stegosaurus, with square dorsal plates that support symbiotic colonies of toxic, green algae. The plates themselves are as large as shields.

Aquatic Herbivore. An mbielu spends most of its life underwater, feeding on aquatic plants and avoiding the withering glare of the harsh sun, but it comes onto land frequently to sun itself for a few hours before immersing itself once again.

Toxic Alchemy. Its dorsal plate algae undergo an alchemical reaction in the continual transition between water and sky, especially during mbielu migrations to new watery dens. The algae produce a hallucinogenic poison that clouds the minds of most creatures. Mbielus themselves are immune to the toxin.

Mbielu

Huge Beast, Unaligned

Armor Class 15 (natural armor)

Hit Points 76 (8d12 + 24)

Speed 30 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	16 (+3)	2 (−4)	12 (+1)	6 (−2)

Skills Perception +3

Damage Immunities poison

Condition Immunities poisoned

Senses passive Perception 13

Languages —

Challenge 3 (700 XP) **Proficiency Bonus** +2

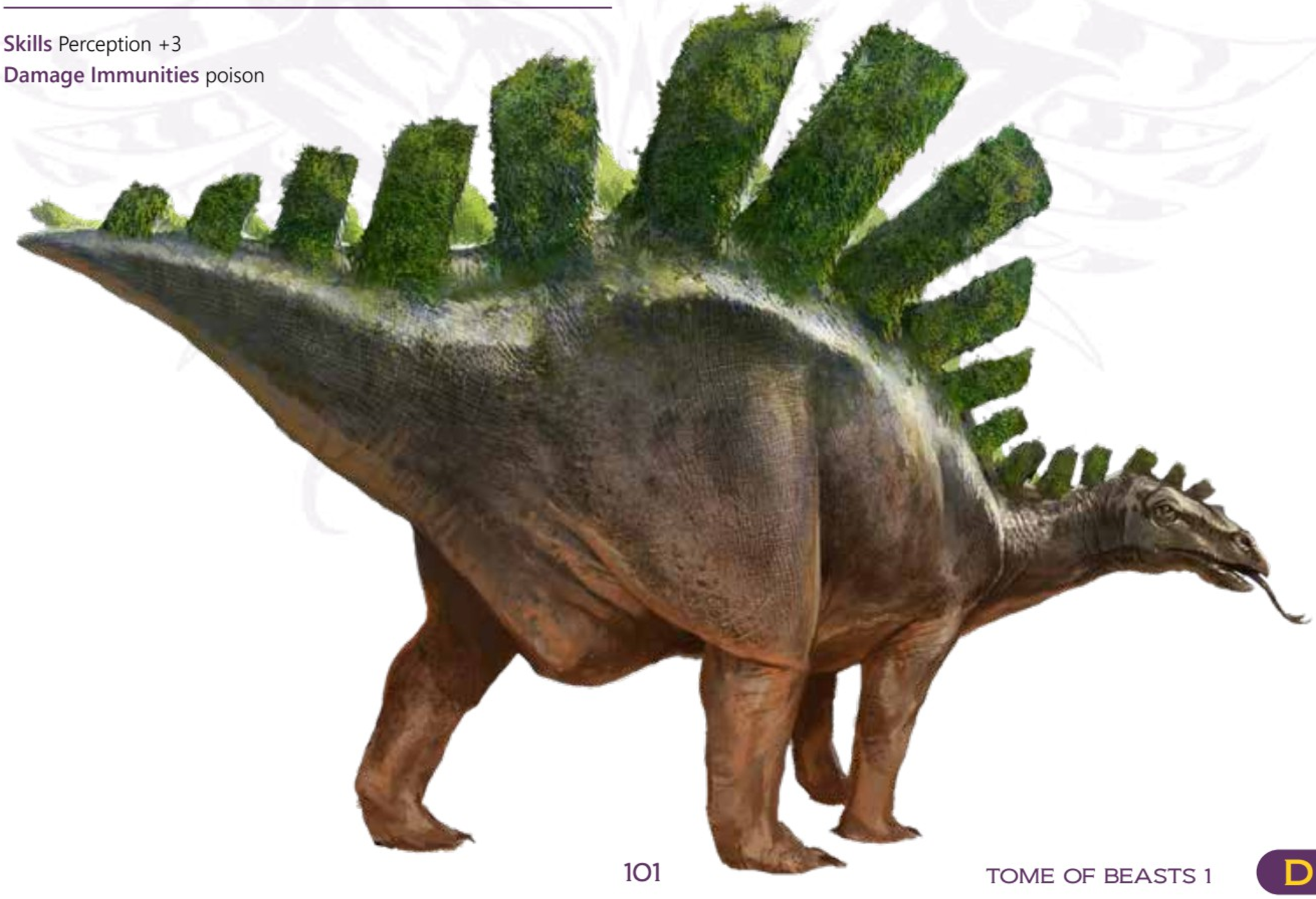
Hold Breath. The mbielu can hold its breath for 30 minutes.

Toxic Skin. A creature that touches the mbielu or hits it with a melee attack while within 5 feet of it takes 2 (1d4) poison damage and must succeed on a DC 13 Constitution saving throw or be poisoned for 1 minute. While poisoned in this way, a creature has disadvantage on Intelligence, Wisdom, and Charisma saving throws as it experiences mild hallucinations. The poisoned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Actions

Tail. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 20 (3d10 + 4) bludgeoning damage plus 2 (1d4) poison damage. If the target is a Large or smaller creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Rumbling Bellow (Recharge 5–6). The mbielu releases a deep bellow that vibrates within the bodies of those nearby. Each creature within 15 feet of the mbielu must make a DC 13 Constitution saving throw, taking 18 (4d8) thunder damage on a failed save, or half as much damage on a successful one. If a creature poisoned by the mbielu's Toxic Skin fails this saving throw, it is also incapacitated until the end of its next turn as the combined vibrations and hallucinations disorient it.



Dinosaur, Ngobou

This ill-tempered, six-horned creature resembles a triceratops the size of an ox, with pairs of horns atop its nose and brows, as well as great tusks jutting from each side of its mouth.

Hatred of Elephants. Ngobous are ox-sized dinosaurs often at war with elephants over territory. Ngobous are irascible and suspicious by nature, prone to chasing after any creature that stays too long inside its territory. They also become aggressive when they can see or smell elephants. Even old traces of elephant scent are sufficient to trigger an ngobou's rage.

Poor Beasts of War. Grasslands tribes sometimes try to train ngobous as beasts of burden or war, but most have given up on the ill-tempered animals. Most believe the ngobou's behavior is too erratic, especially if elephants are nearby or have been in the area recently.

Trample Crops. Stampeding ngobou herds can smash fields of crops flat in minutes, and their horns can tear through a herd of goats or cattle in little time.

Ngobou

Large Beast, Unaligned

Armor Class 15 (natural armor)

Hit Points 102 (12d10 + 36)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	9 (−1)	16 (+3)	2 (−4)	12 (+1)	6 (−2)

Skills Perception +4

Senses passive Perception 14

Languages —

Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Elephants' Bane. The ngobou has advantage on attack rolls against elephants. It can pinpoint, by scent, the location of any elephant or elephant material no older than 48 hours within 120 feet of it.

Jagged Hide. At the start of each of its turns, the ngobou deals 4 (1d8) piercing damage to any creature grappling it.

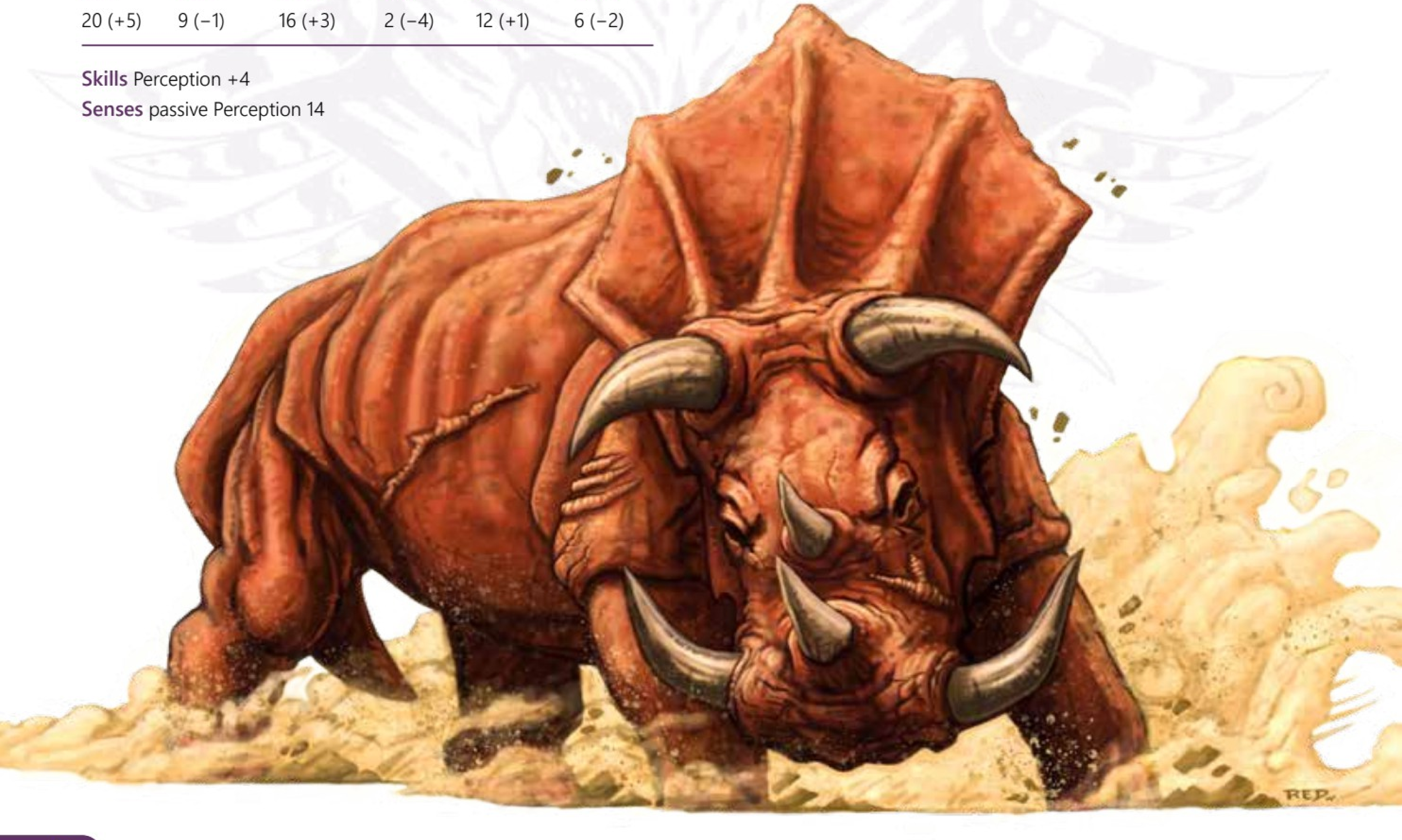
Reckless. At the start of its turn, the ngobou can gain advantage on all melee weapon attack rolls it makes during that turn, but attack rolls against it have advantage until the start of its next turn. If the ngobou detects an elephant within 120 feet of it, this trait is always active, and the ngobou can't choose to end it until it starts its turn more than 120 feet from an elephant.

Trampling Charge. If the ngobou moves at least 20 feet straight toward a creature and then hits it with a Gore attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the ngobou can make one Stomp attack against it as a bonus action.

Actions

Gore. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 27 (4d10 + 5) piercing damage.

Stomp. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one prone creature. *Hit:* 18 (3d8 + 5) bludgeoning damage.

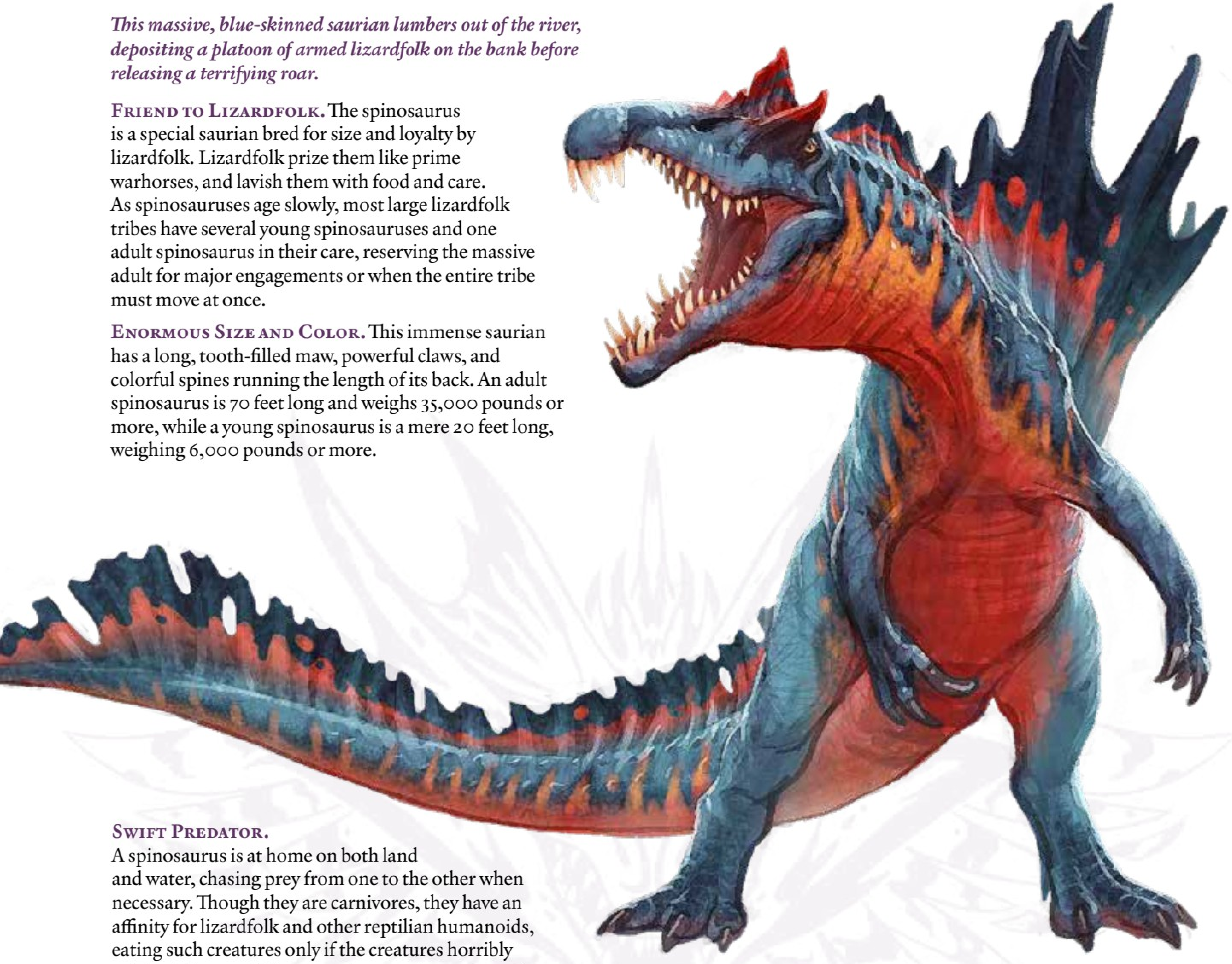


Dinosaur, Spinosaurus

This massive, blue-skinned saurian lumbers out of the river, depositing a platoon of armed lizardfolk on the bank before releasing a terrifying roar.

Friend to Lizardfolk. The spinosaurus is a special saurian bred for size and loyalty by lizardfolk. Lizardfolk prize them like prime warhorses, and lavish them with food and care. As spinosauruses age slowly, most large lizardfolk tribes have several young spinosauruses and one adult spinosaurus in their care, reserving the massive adult for major engagements or when the entire tribe must move at once.

Enormous Size and Color. This immense saurian has a long, tooth-filled maw, powerful claws, and colorful spines running the length of its back. An adult spinosaurus is 70 feet long and weighs 35,000 pounds or more, while a young spinosaurus is a mere 20 feet long, weighing 6,000 pounds or more.



Swift Predator. A spinosaurus is at home on both land and water, chasing prey from one to the other when necessary. Though they are carnivores, they have an affinity for lizardfolk and other reptilian humanoids, eating such creatures only if the creatures horribly mistreat them or if they experience extreme starvation with such creatures as the only option for food.

Spinosauruses in the Southlands

The lizardfolk of Veles-Sa in the Southlands use spinosauruses as a mode of transportation. The creatures are large enough to pull barges or to carry a crew of raiders anywhere on the rivers, and they are swift overland. Lizardfolk scouts are especially fond of these enormous reptiles, as they are powerful combatants and can carry a dozen lizardfolk warriors.

In addition to their role as trained raiders in Veles-Sa, some spinosauruses live in or along most of the major river systems of the Southlands—including the River Nuria. There they are also called "river dragons" or sometimes "river walkers," and they are frequently associated with the worship of Baal-Hotep and Set. They are kept as sacred animals in several river temples, where they are fed regular meals and have been known to grow to enormous size and strength.

Finally, along the Spice Coast, spinosauruses carry high-value spice cargoes along the coast when banditry is rife or when a lizardfolk mercenary company is available to guard materials going north toward Mhalmet, Nuria, or Ishadia. These Spice Coast beasts are often especially bred for gaudy coloration: green-and-orange, blue-and-gold, and even red-and-black bloodlines have been spotted in the Spice Coast harbors.

SPINOSAURUS

Gargantuan Beast, Unaligned

Armor Class 15 (natural armor)

Hit Points 232 (15d20 + 75)

Speed 60 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	9 (−1)	21 (+5)	2 (−4)	11 (+0)	10 (+0)

Skills Perception +5

Senses passive Perception 15

Languages —

Challenge 13 (10,000 XP) **Proficiency Bonus** +5

Hold Breath. The spinosaurus can hold its breath for 1 hour.

Reptilian Affinity. The spinosaurus never willingly attacks a reptilian Humanoid, such as a lizardfolk or dragonborn, unless attacked first. If magically forced to attack such a creature, the spinosaurus has disadvantage on attack rolls against it. This trait doesn't function if the spinosaurus's rider or tamer directs it to attack.

Siege Monster. The spinosaurus deals double damage to objects and structures.

ACTIONS

Multiattack. The spinosaurus makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. *Hit:* 33 (4d12 + 7) piercing damage. If the target is a Large or smaller creature, it is grappled (escape DC 18). Until this grapple ends, the target is restrained, and the spinosaurus can't Bite another target.

Claw. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 21 (4d6 + 7) slashing damage.

Tail. *Melee Weapon Attack:* +12 to hit, reach 20 ft., one target. *Hit:* 16 (2d8 + 7) bludgeoning damage.

Frightful Presence. Each creature of the spinosaurus' choice that is within 120 feet of the spinosaurus and aware of it must succeed on a DC 18 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the spinosaurus's Frightful Presence for the next 24 hours.

LEGENDARY ACTIONS

The spinosaurus can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The spinosaurus regains spent legendary actions at the start of its turn.

Move. The spinosaurus moves up to half its speed without provoking opportunity attacks.

Roar. The spinosaurus uses Frightful Presence.

Tail Attack (Costs 2 Actions). The spinosaurus makes one Tail attack.

SPINOSAURUSES AS MOUNTS

Spinosauruses mate each year in the winter. A male spinosaurus brings food and helps build an enormous nest of reeds, sticks, and mud. Then the male departs, leaving the female to lay and care for the eggs. Spinosaurus eggs are typically found in nests along riversides or deep in marshes. They are sometimes stolen and sold, generally to lizardfolk and sometimes to daring humans with a knack for training animals. These eggs are worth as much as 2,000 gp apiece; live young are worth twice that. Characters eager for spinosaurus mounts, however, should note that buying or domesticating such an enormous carnivore requires vast quantities of food and patience. They do not take easily to domestication.

Before it can be ridden in combat, a spinosaurus must practice bearing the weight of its trainer and passengers. They rarely master more than a handful of tricks, but they are extremely comfortable in the water and can be trained to be are aware that some of their riders may not breathe water.

An adult spinosaurus can carry up to six tons as cargo. Riding a spinosaurus requires an exotic saddle, riding platform, or howdah.

YOUNG SPINOSAURUS

Huge Beast, Unaligned

Armor Class 14 (natural armor)

Hit Points 105 (10d12 + 40)

Speed 50 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	11 (+0)	19 (+4)	2 (−4)	11 (+0)	8 (−1)

Skills Perception +3

Senses passive Perception 13

Languages —

Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Hold Breath. The spinosaurus can hold its breath for 1 hour.

Reptilian Affinity. The spinosaurus never willingly attacks a reptilian Humanoid, such as a lizardfolk or dragonborn, unless attacked first. If magically forced to attack such a creature, the spinosaurus has disadvantage on attack rolls against it. This trait doesn't function if the spinosaurus's rider or tamer directs it to attack.

ACTIONS

Multiattack. The spinosaurus makes one Bite attack and one Claw attack.

Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 24 (3d12 + 5) piercing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 15). Until this grapple ends, the target is restrained, and the spinosaurus can't Bite another target.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 15 (3d6 + 5) slashing damage.

Dipsa

Except for a pair of tiny fangs, the entire body of this yellowish-green worm looks like a ropy tangle of slime-covered tubes and puddles of mucus.

Anesthetic Ooze. Many jungle clans believe the dipsa is an eyeless snake, but it is a tubular ooze with a lethal, poisonous bite. The dipsa's venom has an anesthetic quality that allows the ooze to cling to creatures and slowly turn their innards to jelly without being noticed until the victim falls down dead. Once the poison's numbing property wears off, however, victims report an agonizing sense of burning from the inside out.

Tiny Fangs. A dipsa's undulating movement evokes that of a snake as much as its serpentine form, but close examination reveals that it has neither bones nor internal organs, only tiny fangs of the same color and substance as the rest of its body. A dipsa never exceeds 1 foot in length. Its coloration oscillates between sickly hues of yellow or green.

Gelatinous Eggs. Dipsas are hermaphroditic. When two dipsas breed, they leave behind a hundred gelatinous eggs in a small puddle of highly acidic milt. A dozen become fertilized and survive long enough to hatch, after which they immediately devour the others.

Dipsa

Tiny Ooze, Unaligned

Armor Class 15 (natural armor)

Hit Points 27 (6d4 + 12)

Speed 20 ft., climb 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
3 (−4)	17 (+3)	14 (+2)	1 (−5)	6 (−2)	1 (−5)

Skills Stealth +5

Damage Resistances acid

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8

Languages —

Challenge 1/4 (50 XP) **Proficiency Bonus** +2

Amorphous. The dipsa can move through a space as narrow as 1 inch wide without squeezing.

Discreet Bite. The bite of a dipsa is barely perceptible and the wound is quickly anesthetized. When the dipsa hits with a Bite attack, the target must succeed on a DC 15 Wisdom (Perception) check to notice the dipsa and its attack. Each time the creature takes acid damage from an attached dipsa, it can repeat this check, noticing the dipsa on a success. A creature that takes acid damage from the dipsa while below half its hp maximum automatically succeeds on this check.

Ooze Nature. The dipsa doesn't require sleep.

Swamp Camouflage. The dipsa has advantage on Dexterity (Stealth) checks made to hide in swampy terrain.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 1 piercing damage, and the dipsa attaches to the target. While attached, the dipsa can't attack, and at the start of each of the dipsa's turns, the target takes 3 (1d6) acid damage and must succeed on a DC 12 Constitution saving throw or have its hp maximum reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hp maximum to 0.

The attached dipsa moves with the target whenever the target moves, requiring none of the dipsa's movement. It can detach itself by spending 5 feet of its movement on its turn. A creature, including the target, can use its action to detach the dipsa.

Bonus Actions

Translucent. The dipsa takes the Hide action.

Dissimortuum

This twisted humanoid has gray flesh and black claws that drip blood. A bone mask is bound to its head by strips of putrid flesh, and a third arm hangs from the right side of the creature's body, its hand clutching a large sack stained with blood.

Plague Bringers. Dissimortuum are undead monstrosities constructed by necromancers to spread the undead plague, slowly but surely. These creatures are rare but tenacious. A dissimortuum obeys orders from the necromancer whose magic created it. When a dissimortuum kills, it collects body parts from its victims and keeps them in a sack that it carries with its third arm at all times. The monster sets down its sack of trophies only when pressed in combat, to make the most of its extra limb.

Constructing Dissimortuum. Even when not following instructions, a dissimortuum seeks to create more of its own kind. The creature wanders graveyards, battlefields, and slums, searching for the gruesome components it needs to construct a mask and body for its undead offspring. The process is slow, taking up to a month to make a single mask, but a dissimortuum has plenty of time. The new creation is independent and not under the control of its maker or of the necromancer that might have created its maker.

Dissimortuum

Medium Undead, Chaotic Evil

Armor Class 15 (natural armor)

Hit Points 112 (15d8 + 45)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	16 (+3)	8 (−1)	11 (+0)	18 (+4)

Saving Throws Con +6

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages the languages of its creator

Challenge 7 (2,900 XP **Proficiency Bonus** +3

Spider Climb. The dissimortuum can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

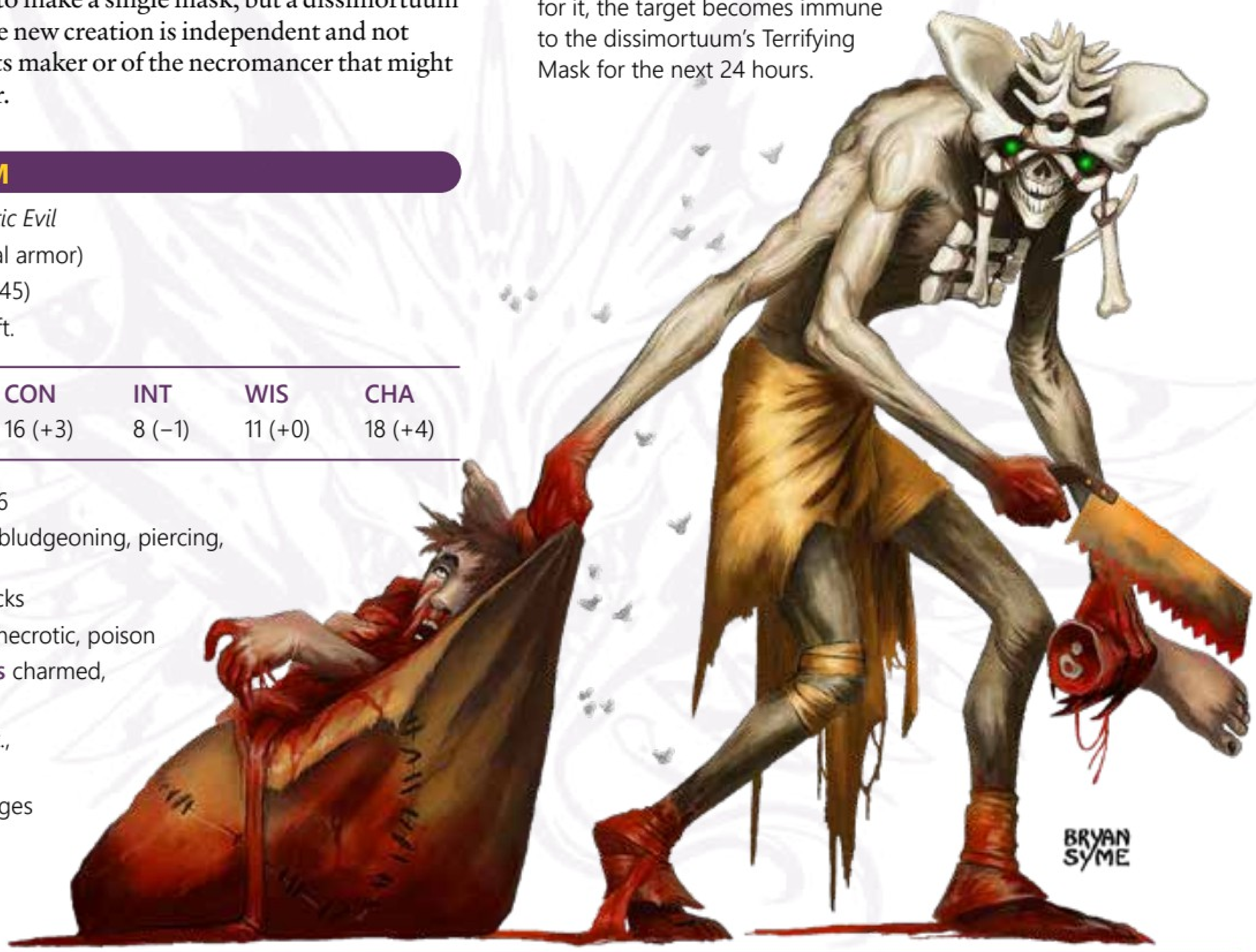
Undead Nature. The dissimortuum doesn't require air, food, drink, or sleep.

Actions

Multiattack. The dissimortuum makes three Claw attacks. It can replace one Claw attack with a use of Terrifying Mask.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 15 (3d8 + 2) slashing damage.

Terrifying Mask. Each non-Undead creature within 60 feet of the dissimortuum that can see it must succeed on a DC 15 Wisdom saving throw or be frightened for 1 minute. A frightened creature can repeat the saving throw, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target becomes immune to the dissimortuum's Terrifying Mask for the next 24 hours.



Dissimortuum's Cursed Mask

The dissimortuum's mask is nigh indestructible. When the creature is destroyed, its mask usually survives and breaks free. On its own, the object emits a faint magical aura with mixed enchantment and necromantic properties. It is a tempting souvenir, but any humanoid or giant foolish enough to don the mask is immediately wracked by pain and takes 7 (2d6) necrotic damage. The creature must succeed on a DC 15 Wisdom saving throw or become dominated by the mask. The domination arrives slowly. The creature acts normally for a day or two, but then the creature notices periods of time that cannot be accounted for. During these unremembered times, the creature gathers the grisly components needed to build a new body for the dissimortuum. This process takes a week, after which the creature is freed from domination as the dissimortuum arises anew and dons its mask once more.

Dogmole

This mole-like creature is the size of a large dog, with a thick, barrel-shaped body. A ring of tentacles sprouts above a mouth dominated by spade-like incisors, and cataracts fill its tiny eyes.

Domesticated by Dwarves. Mountain dwarves have domesticated many subterranean creatures, among them a breed of giant talpidae commonly called dogmoles. Energetic and obedient, dogmoles pull ore trolleys through mines, sniff out toxic gases and polluted waters, and help excavate trapped miners.

Sense Cave-Ins. Dogmoles are renowned for their ability to detect imminent cave-ins and burrowing monsters, making them welcome companions in the depths. Outside the mines, dogmoles serve as pack animals, guard beasts, and bloodhounds.

Derro Juggernauts. Derro also use dogmoles, but such unfortunate creatures are brutalized from birth and hardened by scarification, drugs, and warping magic. This treatment forces the dogmole to grow into a large, furless mass of muscle, scar tissue, and barbed piercings with incisors the size of shortswords. Derro use dogmole juggernauts as mounts and improvised siege engines or, when not at war, as gladiatorial contestants.

Dogmole

Medium Beast, Unaligned

Armor Class 14 (natural armor)

Hit Points 58 (9d8 + 18)

Speed 30 ft., burrow 20 ft., swim 10 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	15 (+2)	2 (−4)	12 (+1)	10 (+0)

Senses blindsight 30 ft., passive Perception 11

Languages —

Challenge 1 (200 XP) **Proficiency Bonus** +2

Burrowed Tunnels. If the dogmole burrows at half its burrowing speed, it can leave a 5-foot diameter tunnel in its wake.

Actions

Multiattack. The dogmole makes one Bite attack and one Claw attack.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) slashing damage.

Reactions

Wormkiller Rage. When the dogmole takes damage from a Small or larger insectoid Beast, such as a giant centipede, or when it deals damage to such a creature, it enters a special rage for 3 rounds. While in this rage, it has advantage on attack rolls and Strength checks and deals an extra 2 (1d4) piercing damage with its Bite attack, but its Armor Class is reduced by 2. The dogmole can't end this rage willingly.

Dogmole Juggernaut

Large Monstrosity, Unaligned

Armor Class 15 (natural armor)

Hit Points 126 (12d10 + 60)

Speed 30 ft., burrow 20 ft., swim 10 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	14 (+2)	20 (+5)	2 (−4)	10 (+0)	2 (−4)

Saving Throws Con +11

Senses blindsight 30 ft., passive Perception 10

Languages —

Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Burrowed Tunnels. As the dogmole, but the tunnel has a 10-foot diameter.

Stout. The juggernaut has advantage on Strength and Dexterity checks and saving throws made against effects that would push it or knock it prone.

Relentless (Recharges after a Short or Long Rest). If the juggernaut takes 15 damage or less that would reduce it to 0 hp, it is reduced to 1 hp instead.

Actions

Multiattack. The dogmole juggernaut makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *it:* 12 (3d4 + 5) slashing damage.

Reactions

Wormkiller Rage. As the dogmole, except it deals an extra 5 (2d4) piercing damage with its Bite attack while enraged.

Domovoi

The creature resembles a large, stony goblin, with an oversized head and leering grin. It has a mossy beard, massive shoulders, and long forearms.

Abandoned Servants. The domovoi were the portal guards and house lackeys of the elvish nobility, and when elves leave a place, the domovoi are often left behind. Some say the domovoi are left on purpose, while others say the domovoi are too attached to their homes to follow the elves to far-flung locales.

Debt Collectors. These smirking stragglers seek work as tireless sentinels and fey button men, collecting debts for criminal syndicates. They delight in frustrating the progress of would-be thieves and tomb robbers, and they enjoy roughing up weaker creatures with their powerful, stony fists.

Domovoi

Medium Fey, Chaotic Neutral

Armor Class 15 (natural armor)

Hit Points 93 (11d8 + 44)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	13 (+1)	18 (+4)	6 (−2)	10 (+0)	16 (+3)

Skills Intimidation +5, Perception +2

Damage Immunities acid, lightning

Senses darkvision 60 ft., passive Perception 12

Languages Common, Dwarvish, Elvish

Challenge 4 (1,100 XP) **Proficiency Bonus** +2

House Guardian. When the domovoi finishes a long rest in a structure with up to 2,500 square feet of floor space, the structure becomes magically protected. This works like the *guards and wards* spell, except the domovoi can choose only two effects from the spell to place in the warded area.

Actions

Multiattack. The domovoi makes two Slam attacks.

Slam. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

Invisibility. The domovoi magically turns invisible until it attacks or casts a spell, or until its concentration ends (as if concentrating on a spell). Any equipment the domovoi wears or carries is invisible with it.

Spellcasting. The domovoi casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 13):

At will: *alter self*

3/day each: *darkness, haste*

Bonus Actions

Protector's Step. The domovoi magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space within a structure protected by its House Guardian trait or within 30 feet of the exterior of that structure. Swirls of golden light, sparkles of starlight, or tendrils of inky shadow (the domovoi's choice) appear at the origin and destination when it uses this bonus action.

Domovoi in Midgard

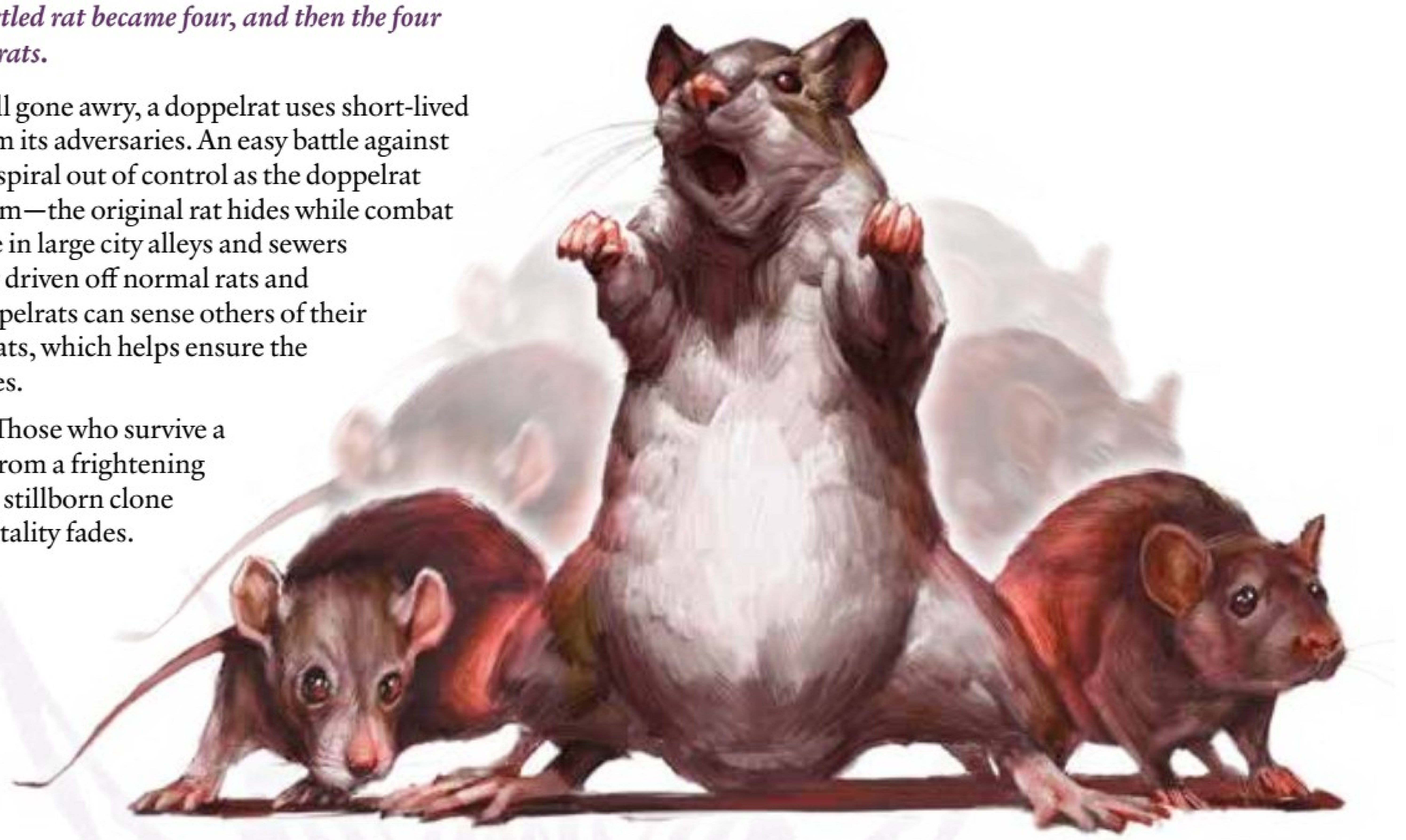
The domovoi are ancient survivors, and they have outlived empires. They now have a certain sense of ownership of ancient places. They most commonly dwell in the ruins of Old Valera and Old Thorn, as well as the vast necropoli of Spintarra and Siwal. The Siwalese Fey are sandier in appearance and have beards of rope and twine. These desert domovoi are known as "pa'athara" in Siwalese.

Doppelrat

Within seconds, the startled rat became four, and then the four multiplied into sixteen rats.

The result of a *clone* spell gone awry, a doppelrat uses short-lived duplicates to overwhelm its adversaries. An easy battle against a single rat can quickly spiral out of control as the doppelrat clones itself into a swarm—the original rat hides while combat rages. Doppelrats settle in large city alleys and sewers after they have killed or driven off normal rats and natural predators. Doppelrats can sense others of their kind among standard rats, which helps ensure the longevity of their species.

Stillborn Clones. Those who survive a doppelrat's bite suffer from a frightening disease, sloughing off a stillborn clone each day as their own vitality fades.



Clone and Run. In combat, doppelrats spawn as many clones as they can, then flee or hide while the copied rats swarm foes. Only a keen-eyed opponent can discern the original from all the clones.

City Bounties. In cities with known doppelrat lairs, magistrates hire spellcasters to scour alleys and sewers and obliterate any rats they find. Shady spellcasters who capture a live doppelrat have blackmailed such magistrates by promising to rescue the town from the rats for an exorbitant fee.

Doppelrat

Tiny Monstrosity, Unaligned

Armor Class 13

Hit Points 45 (10d4 + 20)

Speed 30 ft., climb 15 ft., swim 15 ft.

STR	DEX	CON	INT	WIS	CHA
2 (−4)	17 (+3)	14 (+2)	2 (−4)	13 (+1)	2 (−4)

Saving Throws Dex +5

Skills Stealth +5

Senses darkvision 60 ft., passive Perception 11

Languages —

Challenge 2 (450 XP) **Proficiency Bonus** +2

Arcane Doubling. While in combat, at the start of each of its turns, the doppelrat rapidly creates duplicates of itself as an automatic defense mechanism. These duplicates immediately form into a swarm of rats in the doppelrat's space, acting as allies of the doppelrat and obeying its body language commands. The swarm acts on the doppelrat's turn, and the doppelrat can use its reaction to move up to its speed with the swarm, provided it is in the swarm's space when the swarm moves. The swarm remains for 1 minute, until the doppelrat dies, or until the doppelrat dismisses it as a bonus action. The doppelrat can have no more than two swarms of rats under its control at a time.

Hidden Original. While the doppelrat is in the space of a swarm it created with Arcane Doubling, it is indiscernible from the other rats and has total cover. A creature must take an action to visually inspect the swarm and succeed on a DC 15 Intelligence (Investigation) check to find the doppelrat among its duplicates. Once a creature succeeds on this check, the doppelrat loses total cover against attacks and spells from that creature and that creature's allies until the doppelrat starts its turn in the same space as one of its swarms.

Horrific Doppeling. Characterized by the growing and sloughing off of tumors shaped like the infected creature, *horrific doppeling* is a disease that infects creatures attacked by doppelrats. Until the disease is cured, the creature is poisoned. At the end of each long rest, the infected creature must succeed on a DC 13 Constitution saving throw or shed a tumor that looks like a Tiny version of itself. Though disturbing, the tumor is merely a mass of shed skin and fat that decays as normal. The disease is cured after the creature succeeds on two saving throws.

Keen Smell. The doppelrat has advantage on Wisdom (Perception) checks that rely on smell.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage, and the target must succeed on a DC 13 Constitution saving throw or contract the *horrific doppeling* disease (see the Horrific Doppeling trait).

Dorreq

These twitching balls of tentacles surround an inhuman face dominated by a squid-like beak.

Servants of the Void. The dorreq are servants to ancient horrors of the Void and realms beyond human understanding. They are guardians and sentries for such creatures, and they swarm and attack any creatures approaching too close to the elder aberrations they serve.

Death from Above. Dorreq prefer to drop on their victims from above, pinning them with their many tentacles and biting them with their large, chitinous beaks.

Dorreq

Medium Aberration, Neutral Evil

Armor Class 15 (natural armor)

Hit Points 93 (17d8 + 17)

Speed 20 ft., climb 15 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	19 (+4)	13 (+1)	11 (+0)	8 (−1)	10 (+0)

Saving Throws Dex +6

Skills Intimidation +2, Perception +1, Stealth +8

Damage Resistances acid, cold, lightning

Senses darkvision 60 ft., passive Perception 11

Languages Void Speech

Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Void Warping. The area around the dorreq is warped by its connection to the Void. A creature that starts its turn within 20 feet of the dorreq must succeed on a DC 14 Strength saving throw or its speed is halved until the start of its next turn.

Actions

Multiattack. The dorreq makes one Bite attack and two Tentacles attacks.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage.

Tentacles. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage, and if the target is a Medium or smaller creature, it is grappled (escape DC 14) and pulled up to 5 feet closer to the dorreq. Until this grapple ends, the target is restrained. The dorreq can grapple up to two creatures at a time.

Void Thrum (Recharge 5–6). The dorreq emits a barely audible, vibrating thrum laced with Void energy. Each creature within 20 feet of the dorreq must make a DC 14 Constitution saving throw, taking 10 (3d6) thunder damage and 10 (3d6) necrotic damage on a failed save, or half as much damage on a successful one.

Bonus Actions

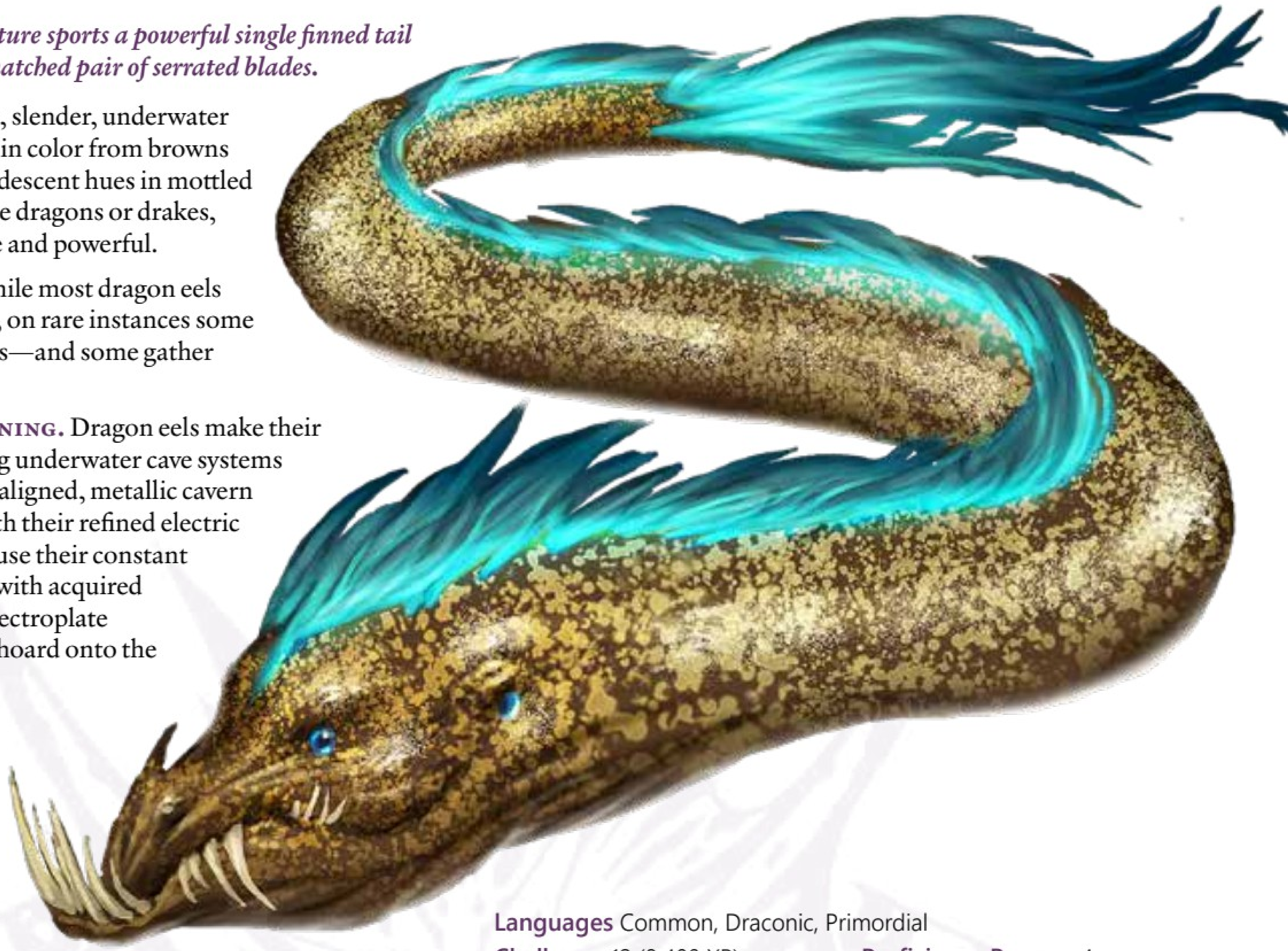
Stone Step. The dorreq teleports, along with any equipment it is wearing or carrying, up to 30 feet to an unoccupied space it can see. The origin and destination spaces must contain a stone or rocky surface, such as a cliff face or rocky terrain.

Dorreq of the Wasted West

Mages who study the Wasted West disagree whether the dorreq are something that slipped through with the Great Old Ones during the Mage Wars, or if they are creatures twisted and warped by the alien radiations of the Walkers. Regardless, they are most commonly found swarming on and around the enormous Walkers of the Wastes, tootling strange, alien harmonies through their beaks.

Dragon Eel

This slender aquatic creature sports a powerful single finned tail and wicked jaws like a matched pair of serrated blades.



Dragon eels are wingless, slender, underwater dragons that vary widely in color from browns and blacks to brilliant iridescent hues in mottled patterns. Though not true dragons or drakes, they are no less fearsome and powerful.

Fond of Servants. While most dragon eels are solitary and irascible, on rare instances some form pairs or small bands—and some gather humanoid servants.

Magnetic and Lightning. Dragon eels make their natural homes in twisting underwater cave systems and prefer magnetically-aligned, metallic cavern formations navigable with their refined electric sight. Some dragon eels use their constant electric auras combined with acquired alchemical reagents to electroplate portions of their golden hoard onto the walls of their dwellings.

Pirate Fleets and Dominions. Dragon eels claim large swaths of shoreline as their demesne. Although neither particularly cruel nor righteous, a dragon eel often lords over awed tribes, allowing locals to revere it as a mighty spirit. Some dragon eels use such tribes as the core of a pirate fleet or raiding parties carried on their backs. Their ability to swim through air during storms adds to their reputation as terrible thunder spirits.

Bribable. Their deceptive moniker sometimes lulls foolish sailors into a false confidence when they expect to face a simple if dangerous eel beast, but instead find themselves dealing with intelligent draconic kings of the coastal shallows. Wise sailors traveling through known dragon eel territory bring tithes and offerings to placate them.

Dragon Eel

Huge Dragon, Neutral

Armor Class 18 (natural armor)

Hit Points 195 (17d12 + 85)

Speed 20 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	12 (+1)	20 (+5)	14 (+2)	13 (+1)	14 (+2)

Saving Throws Str +12, Dex +5, Int +6, Wis +5, Cha +6

Skills Acrobatics +5, Athletics +12, Insight +5, Perception +5

Damage Immunities lightning

Condition Immunities paralyzed, prone

Senses darkvision 60 ft., passive Perception 15

Languages Common, Draconic, Primordial

Challenge 12 (8,400 XP) **Proficiency Bonus** +4

Limited Amphibiousness. The dragon eel can breathe air and water, but it needs to be submerged at least once every 6 hours to avoid suffocating.

Shocking Hide. A creature that touches the dragon eel or hits it with a melee attack while within 5 feet of it takes 5 (1d10) lightning damage.

Storm Glide. During storms with ample rain or lightning, the dragon eel gains a flying speed equal to its swimming speed.

Actions

Multiattack. The dragon eel makes one Bite attack and one Tail Slap attack.

Bite. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 26 (4d8 + 8) piercing damage plus 5 (1d10) lightning damage, and the target must succeed on a DC 18 Constitution saving throw or become paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Tail Slap. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 30 (5d8 + 8) bludgeoning damage plus 5 (1d10) lightning damage, and the target must succeed on a DC 18 Strength saving throw or be pushed up to 10 feet away from the eel. The dragon eel can choose to not push a target.

Lightning Breath (Recharge 6). The dragon eel exhales lightning in a 60-foot line that is 5 feet wide. Each target in that line must make a DC 18 Dexterity saving throw, taking 55 (10d10) lightning damage on a failed save, or half as much damage on a successful one.

Dragon, Cave

Covered in black spikes, the dragon's eyeless head swings from side to side. Darkness creeps from its strange, eel-like hide, spreading like ink in water.

Apex predators of the underworld, cave dragons are the stuff of nightmare for creatures with little else to fear. They can speak, but they value silence, speaking rarely except when bargaining for food.

Born to Darkness. Eyeless, these dragons have long, thin spikes that help them navigate tunnels or seal passages around them, preventing foes from outflanking them. Their stunted wings are little more than feelers, useful in rushing down tunnels. Their narrow snouts poke into tight passages, which their tongues scour free of bats and vermin. Young cave dragons and wyrmlings can fly, poorly, but older specimens lose the gift of flight. Cave dragon hide is more like eel skin than reptilian scales, and it grows mottled with brown and black as it ages.

Ravenous Marauders. Cave dragons are always hungry and ready to eat everything. They devour undead, plant creatures, or anything organic. When feeding, they treat all nearby creatures as both a threat and the next course. Alliances they make only last so long as their allies make themselves scarce when the dragon feeds. They can be bribed with food as easily as with gold, but other attempts at diplomacy typically fail. Cave dragons do form alliances with peoples of the underworld, joining them in battle against enemies, but there is always a price to be paid in flesh, bone, and marrow. Wise allies keep a cave dragon well fed.

A Hard Life. Limited food underground makes truly ancient cave dragons almost unheard of. The eldest tend to die of starvation after stripping their territory bare of prey. Their nigh-endless hunger leaves the ancients the most likely of cave dragons to form alliances, especially with allies that promise—and deliver—food. On occasion, cave dragons climb to the surface to feed, but their earthbound, plodding pace leaves them outcompeted by other predators or unable to keep up with swift or flying prey. They prefer tight tunnels where they can ambush and outmaneuver prey.

Edible Hoards and Vertical Lairs. Due to the scarcity of food in their subterranean world, a cave dragon's hoard may consist largely of food sources: bat colonies, enormous beetles, carcasses in states of decay, a cavern infested with shriekers, and whatever else the dragon doesn't immediately devour. Cave dragons are fond of bones and items with strong taste or smell. Vast collections of bones, teeth, ivory, and the shells of huge insects litter their lairs, arranged like artful ossuaries. Large vertical chimneys serve as nesting sites for eggs and are popular resting places when a cave dragon sleeps within its lair. Chimneys just wide enough to hold young cave dragons make preferred ambush sites, as the dragons' tough spikes help hold them in position until prey passes beneath. The oldest cave dragons also retreat to vertical chimneys near nesting sites or within their lairs to die in peace. Stories claim that enormous treasures are heaped up in these ledges, abysses, and other inaccessible locations.

A Cave Dragon's Lair

Labyrinthine systems of tunnels, caverns, and chasms make up the world of cave dragons. They claim miles of cave networks as their own. Depending on the depth of their domain, some consider the surface world their territory as well, though they visit only to eliminate potential rivals.

Lair Actions

On initiative count 20 (losing initiative ties), the dragon takes a lair action to cause one of the following effects; the dragon can't use the same effect two rounds in a row:

- **Cave-In.** The ceiling collapses above one creature the dragon can see within 120 feet of it. The creature must make a DC 15 Dexterity saving throw. On a failure, a creature takes 10 (3d6) bludgeoning damage and is knocked prone and buried. On a success, a creature takes half the damage and isn't knocked prone or buried. A buried creature is restrained and unable to breathe or stand up. A creature, including the buried creature, can take an action to free the buried creature by succeeding on a DC 15 Strength check.
- **Release the Vermin.** A 20-foot radius sphere of insects appears centered on a point the dragon can see within 120 feet of it. When a creature enters the cloud of insects for the first time on a turn or starts its turn there, that creature must make a DC 15 Constitution saving throw, taking 11 (2d10) piercing damage on a failed save, or half as much damage on a successful one. The cloud of insects lasts until initiative count 20 on the next round.
- **Split the Earth.** A crack appears in the ground within 120 feet of the dragon that is 10 feet long, 10 feet wide, and 20 feet deep. Each creature standing on a spot where the crack opens must succeed on a DC 15 Dexterity saving throw or fall in, taking falling damage. A creature that successfully saves moves with the crack's edge as it opens. The crack remains open for 1 minute, until the dragon uses this lair action again, or until the dragon dies

Regional Effects

The region containing a legendary cave dragon's lair is warped by the dragon's magic, which creates one or more of the following effects:

- **Flight of the Beetles.** Swarms of vermin within 1 mile of the lair increase in both size and number as their populations try to survive the dragon's undiscriminating hunger.
- **Toxic Air.** Once each hour, poisonous and odorless gases fill random passages and caverns for 1 minute, and just as quickly disperse, within 6 miles of the dragon's lair.
- **Water Underground.** Each time the dragon's temper flares, but no more often than once every 30 days, flash flooding turns tunnels into death traps as tremors create fissures in the stone within 6 miles of the lair. On the surface, ponds drain away, and long-dry creek beds break their banks in flood.

If the dragon dies, these effects fade over the course of 1d10 days.

ANCIENT CAVE DRAGON

Gargantuan Dragon, Neutral Evil

Armor Class 20 (natural armor)

Hit Points 507 (26d20 + 234)

Speed 40 ft., burrow 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	12 (+1)	29 (+9)	14 (+2)	16 (+3)	18 (+4)

Saving Throws Dex +9, Con +17, Wis +11, Cha +12

Skills Perception +19, Stealth +9

Damage Immunities poison

Condition Immunities blinded, poisoned

Senses blindsight 60 ft., tremorsense 120 ft., passive Perception 29

Languages Common, Darakhul, Draconic

Challenge 25 (75,000 XP) **Proficiency Bonus** +8

Darkness Aura. The cave dragon emits magical darkness in a 30-foot radius around it. The darkness moves with the dragon and spreads around corners. Darkvision can't penetrate this darkness, and no natural light can illuminate it. If any of the darkness overlaps with an area of light created by a spell of 4th level or lower, the spell creating the light is dispelled. At the start of each of its turns, the dragon chooses whether this aura is active. A successful *dispel magic* (DC 15) cast on the dragon suppresses this aura for 1 minute.

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Magical Tunneler. The cave dragon can burrow through any unworked earth and stone. While doing so, the dragon can choose whether to leave the material it moves through undisturbed or leave a 15-foot diameter tunnel in its wake.

Spiked Climb. The dragon uses its spikes to hold itself in place while climbing, allowing it to climb difficult surfaces, including upside down on ceilings, without needing to make an ability check. If it climbs upside down on a ceiling or suspends itself on a vertical surface while leaving its claws free, it can't use the Ruff Spikes reaction.

ACTIONS

Multiattack. The dragon uses its Frightful Presence. It then makes three attacks: one with its Bite and two with its Claws.

Bite. *Melee Weapon Attack:* +18 to hit, reach 15 ft., one target. *Hit:* 21 (2d10 + 10) piercing damage plus 14 (4d6) poison damage.

Claw. *Melee Weapon Attack:* +18 to hit, reach 10 ft., one target. *Hit:* 17 (2d6 + 10) slashing damage.

Tail. *Melee Weapon Attack:* +18 to hit, reach 20 ft., one target. *Hit:* 19 (2d8 + 10) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 20 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Poison Breath (Recharge 5–6). The dragon exhales a cone of black, poisonous gas in a 90-foot cone. Each target in that area must make a DC 25 Constitution saving throw. On a failure, a creature takes 91 (26d6) poison damage and is poisoned until cured by the *greater restoration* spell or similar magic. On a success, a creature takes half the damage and isn't poisoned.

REACTIONS

Ruff Spikes. When a creature moves to a space within 10 feet of the cave dragon, the dragon flares its many feelers and spikes. The creature must succeed on a DC 25 Dexterity saving throw or take 13 (3d8) piercing damage and be prevented from entering that space.

LEGENDARY ACTIONS

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a Tail attack.

Limb Sweep (Costs 2 Actions). The dragon sweeps its wingless limbs outward. Each creature within 10 feet of the dragon must succeed on a DC 25 Dexterity saving throw or take 15 (2d6 + 8) bludgeoning damage and be pushed up to 10 feet away from the dragon and knocked prone.

ADULT CAVE DRAGON

Huge Dragon, Neutral Evil

Armor Class 18 (natural armor)

Hit Points 270 (20d12 + 140)

Speed 40 ft., burrow 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	12 (+1)	25 (+7)	12 (+1)	14 (+2)	16 (+3)

Saving Throws Dex +7, Con +13, Wis +8, Cha +9

Skills Perception +14, Stealth +7

Damage Immunities poison

Condition Immunities blinded, poisoned

Senses blindsight 60 ft., tremorsense 120 ft., passive Perception 24

Languages Common, Darakhul, Draconic

Challenge 19 (22,000 XP) **Proficiency Bonus** +6

Darkness Aura. The cave dragon emits magical darkness in a 30-foot radius around it. The darkness moves with the dragon and spreads around corners. Darkvision can't penetrate this darkness, and no natural light can illuminate it. If any of the darkness overlaps with an area of light created by a spell of 3rd level or lower, the spell creating the light is dispelled. At the start of each of its turns, the dragon chooses whether this aura is active. A successful *dispel magic* (DC 14) cast on the dragon suppresses this aura for 1 minute.

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Magical Tunneler. The cave dragon can burrow through nonmagical unworked earth and stone. While doing so, the dragon can choose whether to leave the material it moves through undisturbed or leave a 10-foot diameter tunnel in its wake.

Spiked Climb. The dragon uses its spikes to hold itself in place while climbing, allowing it to climb difficult surfaces, including upside down on ceilings, without needing to make an ability check. If it climbs upside down on a ceiling or suspends itself on a vertical surface while leaving its claws free, it can't use the Ruff Spikes reaction.

ACTIONS

Multiattack. The dragon uses its Frightful Presence. It then makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage plus 10 (3d6) poison damage.

Claw. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 15 (2d6 + 8) slashing damage.

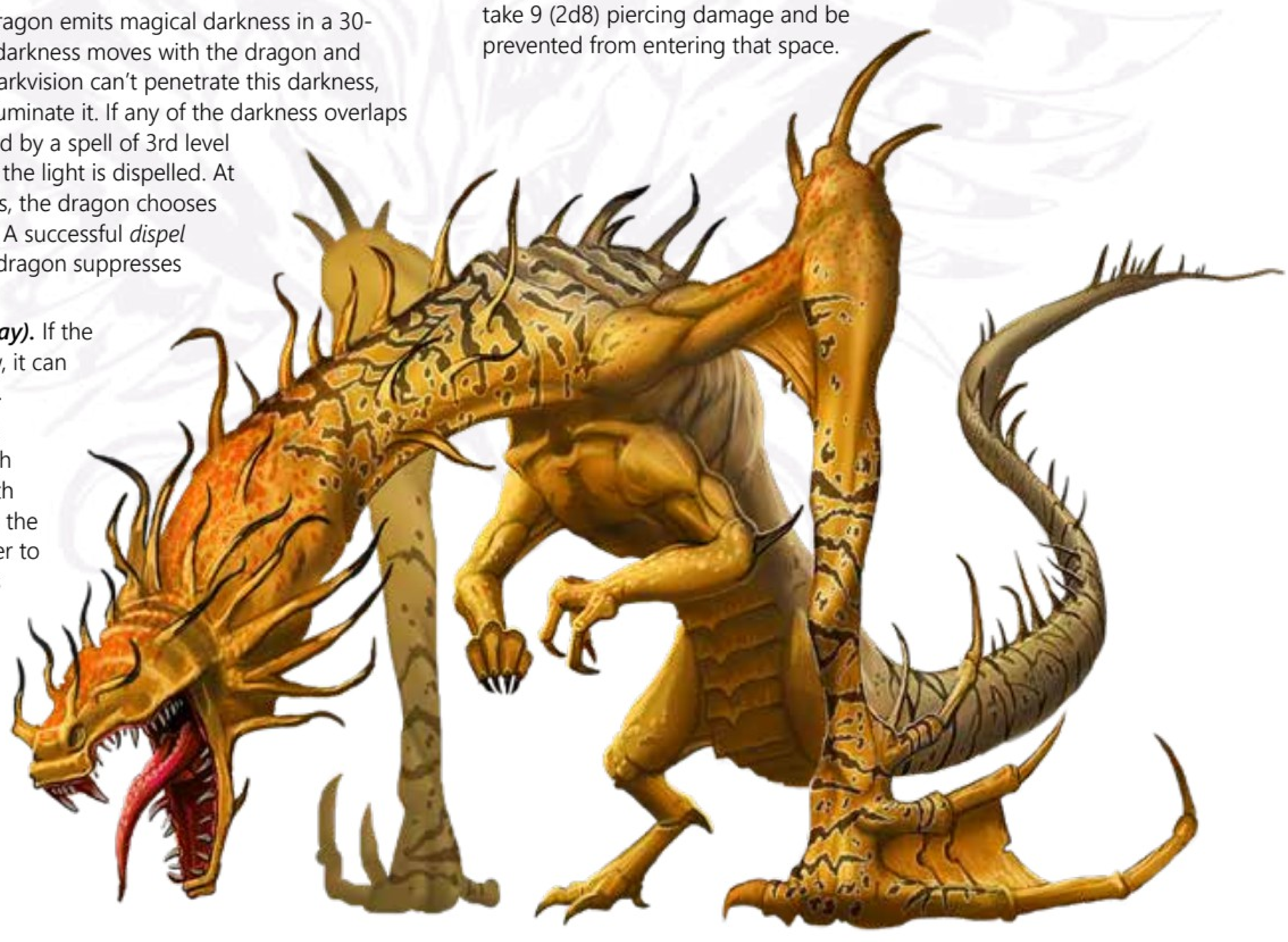
Tail. *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target. *Hit:* 17 (2d8 + 8) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 17 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Poison Breath (Recharge 5–6). The dragon exhales a cone of black, poisonous gas in a 60-foot cone. Each target in that area must make a DC 21 Constitution saving throw. On a failure, a creature takes 56 (16d6) poison damage and is poisoned until it finishes a short rest. A creature can repeat the saving throw at the end of each hour, ending the effect on itself on a success.

REACTIONS

Ruff Spikes. When a creature moves to a space within 5 feet of the cave dragon, the dragon flares its many feelers and spikes. The creature must succeed on a DC 21 Dexterity saving throw or take 9 (2d8) piercing damage and be prevented from entering that space.



LEGENDARY ACTIONS

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a Tail attack.

Limb Sweep (Costs 2 Actions). The dragon sweeps its wingless limbs outward. Each creature within 10 feet of the dragon must succeed on a DC 21 Dexterity saving throw or take 15 (2d6 + 8) bludgeoning damage and be pushed up to 10 feet away from the dragon and knocked prone.

YOUNG CAVE DRAGON

Large Dragon, Neutral Evil

Armor Class 17 (natural armor)

Hit Points 189 (18d10 + 90)

Speed 40 ft., burrow 20 ft., climb 20 ft., fly 20 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	12 (+1)	21 (+5)	10 (+0)	12 (+1)	14 (+2)

Saving Throws Dex +5, Con +9, Wis +5, Cha +6

Skills Perception +9, Stealth +5

Damage Immunities poison

Condition Immunities blinded, poisoned

Senses blindsight 30 ft., tremorsense 90 ft., passive Perception 19

Languages Common, Darakhul, Draconic

Challenge 9 (5,000 XP) **Proficiency Bonus** +4

Darkness Shroud. The cave dragon naturally suppresses light near it. Bright light within 30 feet of the dragon becomes dim light, and dim light within 30 feet becomes nonmagical darkness. If this shroud overlaps bright light created by a spell of 2nd level or lower, the spell creating the light is dispelled.

Magical Tunneler. The cave dragon can burrow through nonmagical unworked earth and stone. While doing so, the dragon can choose whether to leave the material it moves through undisturbed or leave a 5-foot diameter tunnel in its wake.

Spiked Climb. The dragon uses its spikes to hold itself in place while climbing, allowing it to climb difficult surfaces, including upside down on ceilings, without needing to make an ability check. If it climbs upside down on a ceiling or suspends itself on a vertical surface while leaving its claws free, it can't use the Ruff Spikes reaction.

ACTIONS

Multiattack. The dragon makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage plus 7 (2d6) poison damage.

Claw. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.

Poison Breath (Recharge 5–6). The dragon exhales a cone of black, poisonous gas in a 30-foot cone. Each creature in that area must make a DC 17 Constitution saving throw. On a failure, a creature takes 42 (12d6) poison damage and is poisoned for 1 minute. On a success, a creature takes half the damage and isn't poisoned. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

REACTIONS

Ruff Spikes. When a creature moves to a space within 5 feet of the cave dragon, the dragon flares its many feelers and spikes. The creature must succeed on a DC 17 Dexterity saving throw or take 4 (1d8) piercing damage and be prevented from entering that space.

CAVE DRAGON WYRMLING

Medium Dragon, Neutral Evil

Armor Class 16 (natural armor)

Hit Points 52 (7d8 + 21)

Speed 30 ft., burrow 20 ft., fly 20 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	17 (+3)	8 (−1)	10 (+0)	12 (+1)

Saving Throws Dex +3, Con +5, Wis +2, Cha +3

Skills Perception +4, Stealth +3

Damage Immunities poison

Condition Immunities blinded, poisoned

Senses blindsight 10 ft., tremorsense 60 ft., passive Perception 14

Languages Draconic

Challenge 2 (450 XP) **Proficiency Bonus** +2

Darkness Shroud. The cave dragon naturally suppresses light near it. Bright light within 15 feet of the dragon becomes dim light, and dim light within 15 feet becomes nonmagical darkness.

Magical Tunneler. The cave dragon can burrow through nonmagical unworked earth and stone. While doing so, the dragon can choose whether to leave the material it moves through undisturbed or leave a 5-foot diameter tunnel in its wake.

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage plus 3 (1d6) poison damage.

Poison Breath (Recharge 5–6). The dragon exhales a cone of black, poisonous gas in a 15-foot cone. Each creature in that area must make a DC 13 Constitution saving throw. On a failure, a creature takes 14 (4d6) poison damage and is poisoned until the end of its next turn. On a success, a creature takes half the damage and isn't poisoned.

Dragon, Flame

The dragon bears black scales, more charred than naturally colored. Cracks between the scales glow a dull red, until the dragon rears its head and roars. Red embers become bright orange flames as the creature lights up from tail to maw.

Flame dragons are capricious creatures, fascinated by dark emotions and destructive passions. The dragons of eternal fire are proud and jealous, quick to anger, and utterly unforgiving. They bring total ruin to entire civilizations for trivial reasons, but their true motivation is the fun to be had. These burning serpents treat rage, deceit, and despair as toys for their amusement. "May you be the fire's plaything" is a curse often used by the foolish.

Taunting Others. The hot-blooded creatures tease their victims like cats, seeing the world and all within it as their rightful prey. Young flame dragons are less subtle than their elders. Wyrmlings may force a woman to watch her family die or ruin a beautiful face for pleasure—direct and evil. As the dragon matures, this natural sadism develops into a desire for more complicated sport. Aging dragons of fire use politics, murder, and magic in elaborate schemes only their ilk can appreciate. Many create plots so intricate and layered that they lack a true resolution, creating only endless manipulation. A hero might foil an assassination only to see the king thus saved become a despot. She might defeat the vizier whispering lies in the ruler's ear only to discover he was a pawn in a vast conspiracy. Dark ambitions, poisoned daggers, and old vendettas build such momentum that one scheme begins each time another ends. Often, even killing the draconic mastermind cannot extinguish the fires it started.

Malevolent Purpose. The results of a flame dragon's schemes are secondary to the enjoyment it derives from pursuing a nebulous and ever-changing goal. Some flame dragons spend centuries torturing a family line for nothing more than trespassing on the dragon's land. Others plot eternal curses after twisting poorly chosen words into dire insults. The vengeance itself is secondary to an excuse for hate, plot, and ruin. Flame dragons relish such opportunities for revenge. Each is a delightful hobby. Any disruption in their game kindles a terrible rage, and in these rare moments of defeat, their anger can be catastrophic. Entire cities burn.

Fond of Souvenirs. Flame dragons are as materialistic and territorial as other true dragons. Each pursues an individual obsession it fixates upon with mad devotion to fill its hoard. Some corrupt innocence, others push nations to war, but they always collect a memento for each victory, petty or grand. One might collect scorched skulls, while another saves the melted treasures of toppled empires. When not out sowing discord, the ancient flame dragons enjoy contemplating their hoards. Every piece reminds them of their own majesty and genius.

Vengeful Brethren. Nothing is safe from a flame dragon's scheming and narcissism. They crave absolute attention and constant reassurance. Anyone who humiliates a flame dragon would be wiser to kill it. Its survival ensures the dragon's undivided attention for generations. Wiser still, is to remove all trace of involvement in a flame dragon's death. All burning serpents see the murder of one of their kin as the gravest insult.

A Flame Dragon's Lair

Flame dragons dwell near ever-burning fires: volcanoes, sulfur mines, caves full of geysers, and places where the Elemental Plane of Fire touches the Material Plane. Whatever the place, it must serve as a showcase for all the dragon's trophies. Carefully arranged and organized prizes decorate the area, sometimes protected behind crystal walls. This display feeds the dragon's vanity and pride, and it serves as a lure for adventurers. Many of these lairs also feature a huge, reflective surface, as a flame dragon likes nothing more than itself.

Lair Actions

On initiative count 20 (losing initiative ties), the dragon takes a lair action to cause one of the following effects; the dragon can't use the same effect two rounds in a row:

- **Blinding Smoke.** A cloud of smoke swirls in a 20-foot-radius sphere centered on a point the dragon can see within 120 feet of it. The cloud spreads around corners, and the area is lightly obscured. Each creature in the cloud must succeed on a DC 15 Constitution saving throw or be blinded for 1 minute. A blinded creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

- **Curtain of Fire.** A wall of fire rises up from the ground within 120 feet of the dragon. The wall is up to 60 feet long, 10 feet high, and 5 feet thick, can take any shape the dragon wants, and is opaque. When the wall appears, each creature in its area must succeed on a DC 15 Dexterity saving throw or take 21 (6d6) fire damage. Each creature that enters the wall for the first time on a turn or ends its turn there takes 21 (6d6) fire damage. The wall is extinguished when the dragon uses this lair action again or when the dragon dies.

- **Volcanic Debris.** The ground erupts with volcanic force at a point the dragon can see within 120 feet of it. Any creature within 20 feet of the point must make succeed on a DC 15 Dexterity saving throw or be knocked prone and buried under rock and debris. The buried creature is restrained and can't breathe or stand up. A creature, including the buried creature, can take an action to free the buried creature by succeeding on a DC 15 Strength check.

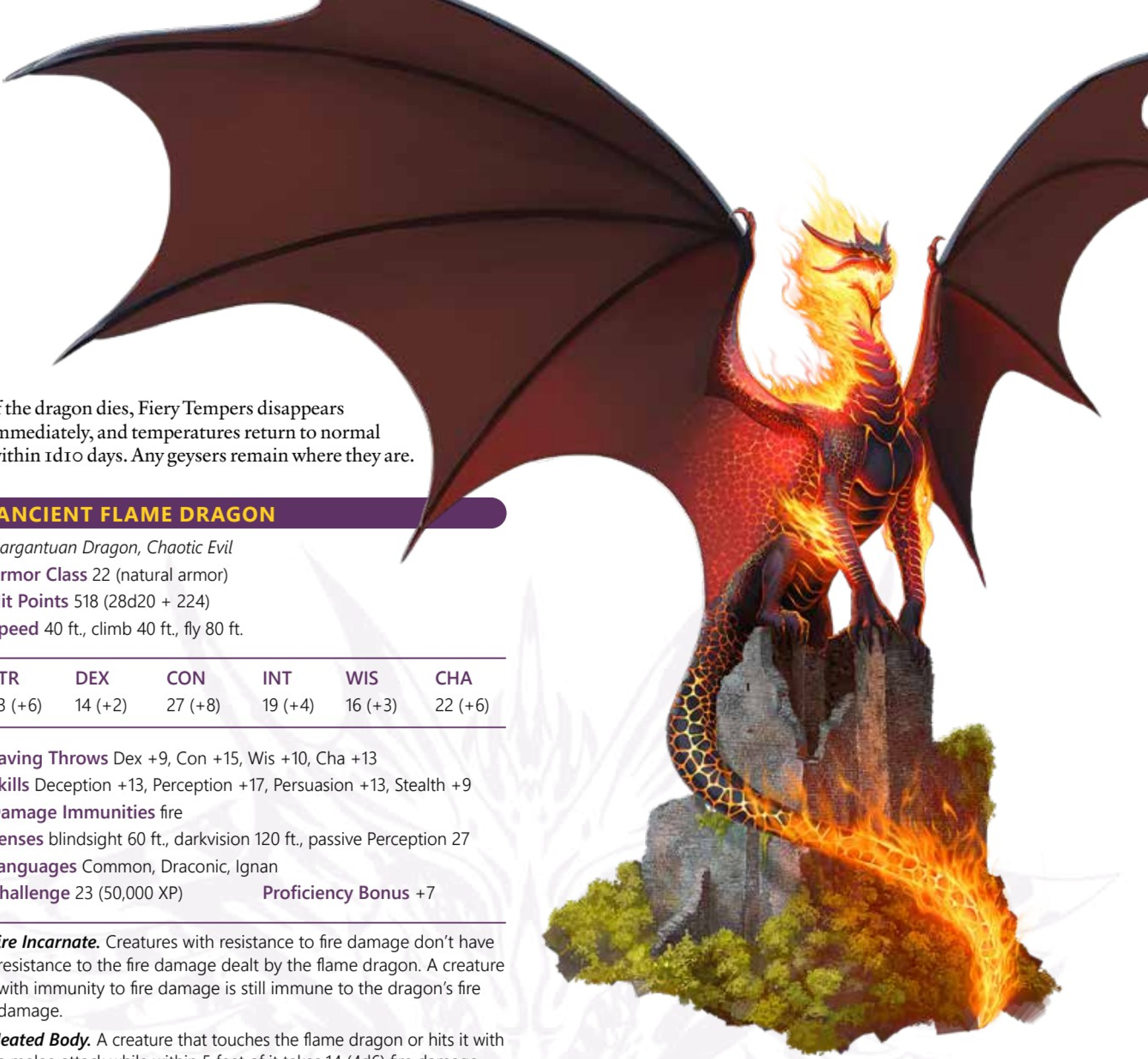
Regional Effects

The region containing a legendary flame dragon's lair is warped by the dragon's magic, which creates one or more of the following effects:

- **Extreme Heat.** Temperatures rise within 6 miles of the lair, causing most water sources to dry up and all but the hardiest plants to wither.

- **Fiery Tempers.** Arguments and misunderstandings erupt easily within 6 miles of the lair. Friendships are easily broken and criminal acts are common.

- **Superheated Fumaroles.** Sulfur geysers dot the landscape within 1 mile of the dragon's lair, making the area inhospitable for most plants and creatures.



If the dragon dies, Fiery Tempers disappears immediately, and temperatures return to normal within 1d10 days. Any geysers remain where they are.

ANCIENT FLAME DRAGON

Gargantuan Dragon, Chaotic Evil

Armor Class 22 (natural armor)

Hit Points 518 (28d20 + 224)

Speed 40 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	14 (+2)	27 (+8)	19 (+4)	16 (+3)	22 (+6)

Saving Throws Dex +9, Con +15, Wis +10, Cha +13

Skills Deception +13, Perception +17, Persuasion +13, Stealth +9

Damage Immunities fire

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 27

Languages Common, Draconic, Ignan

Challenge 23 (50,000 XP) **Proficiency Bonus** +7

Fire Incarnate. Creatures with resistance to fire damage don't have resistance to the fire damage dealt by the flame dragon. A creature with immunity to fire damage is still immune to the dragon's fire damage.

Heated Body. A creature that touches the flame dragon or hits it with a melee attack while within 5 feet of it takes 14 (4d6) fire damage.

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

ACTIONS

Multiattack. The dragon uses its Frightful Presence. It then makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage plus 14 (4d6) fire damage.

Claw. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.

Tail. *Melee Weapon Attack:* +13 to hit, reach 20 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 21 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Fire Breath (Recharge 5–6). The dragon exhales fire in a 90-foot cone. Each creature in that area must make a DC 23 Dexterity saving throw, taking 91 (26d6) fire damage on a failed save, or half as much damage on a successful one. Each creature in that area must also succeed on a DC 21 Wisdom saving throw or go on a rampage for 1 minute. A rampaging creature must attack the nearest creature other than the dragon on its turn. If no other creature is near enough to move to and attack, the rampaging creature stalks off in a random direction, seeking a target for its rage. The rampaging creature can repeat the Wisdom saving throw at the end of each of its turns, ending the effect on itself on a success.

BONUS ACTIONS

Shifting Flames. The dragon magically transforms into a Gargantuan or smaller fire-based Elemental (such as a salamander, magma mephit, or fire elemental) or back into its true form, which is a Dragon. Without wings or other way of flying, it loses its flying speed. Its statistics, other than its size and speed, are the same in each form. Any equipment it is wearing or carrying transforms with it. It reverts to its true form if it dies.

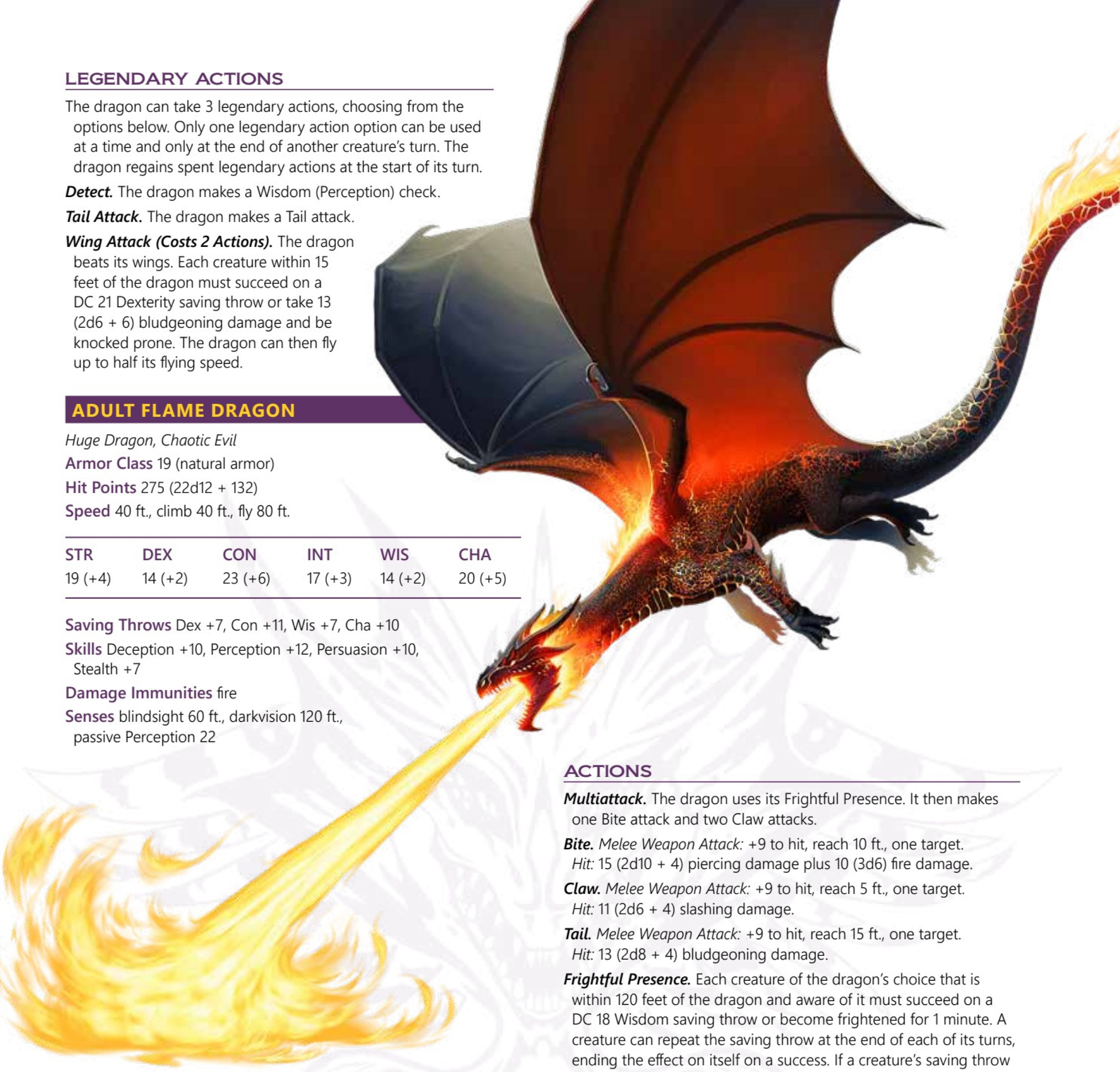
LEGENDARY ACTIONS

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a Tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 21 Dexterity saving throw or take 13 (2d6 + 6) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.



ADULT FLAME DRAGON

Huge Dragon, Chaotic Evil

Armor Class 19 (natural armor)

Hit Points 275 (22d12 + 132)

Speed 40 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	23 (+6)	17 (+3)	14 (+2)	20 (+5)

Saving Throws Dex +7, Con +11, Wis +7, Cha +10

Skills Deception +10, Perception +12, Persuasion +10, Stealth +7

Damage Immunities fire

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 22

Languages Common, Draconic, Ignan

Challenge 16 (15,000 XP) **Proficiency Bonus** +5

Fire Incarnate. Creatures with resistance to fire damage don't have resistance to the fire damage dealt by the flame dragon. A creature with immunity to fire damage is still immune to the dragon's fire damage.

Heated Body. A creature that touches the flame dragon or hits it with a melee attack while within 5 feet of it takes 10 (3d6) fire damage.

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

ACTIONS

Multiattack. The dragon uses its Frightful Presence. It then makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage plus 10 (3d6) fire damage.

Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Tail. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 18 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Fire Breath (Recharge 5–6). The dragon exhales fire in a 60-foot cone. Each creature in that area must make a DC 19 Dexterity saving throw, taking 56 (16d6) fire damage on a failed save, or half as much damage on a successful one. Each creature in that area must also succeed on a DC 18 Wisdom saving throw or go on a rampage for 1 minute. A rampaging creature must attack the nearest creature other than the dragon on its turn. If no other creature is near enough to move to and attack, the rampaging creature stalks off in a random direction, seeking a target for its rage. The rampaging creature can repeat the Wisdom saving throw at the end of each of its turns, ending the effect on itself on a success.

BONUS ACTIONS

Shifting Flames. The dragon magically transforms into a Huge or smaller fire-based Elemental (such as a salamander, magma mephit, or fire elemental) or back into its true form, which is a Dragon. Without wings or other way of flying, it loses its flying speed. Its statistics, other than its size and speed, are the same in each form. Any equipment it is wearing or carrying transforms with it. It reverts to its true form if it dies.

LEGENDARY ACTIONS

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a Tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 17 Dexterity saving throw or take 11 (2d6 + 4) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

YOUNG FLAME DRAGON

Large Dragon, Chaotic Evil

Armor Class 18 (natural armor)

Hit Points 190 (20d10 + 80)

Speed 40 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	19 (+4)	15 (+2)	13 (+1)	18 (+4)

Saving Throws Dex +5, Con +7, Wis +4, Cha +7

Skills Deception +7, Perception +7, Persuasion +7, Stealth +5

Damage Immunities fire

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 17

Languages Common, Draconic, Ignan

Challenge 8 (3,900 XP) **Proficiency Bonus** +3

Fire Incarnate. Creatures with resistance to fire damage don't have resistance to the fire damage dealt by the flame dragon. A creature with immunity to fire damage is still immune to the dragon's fire damage.

Heated Body. A creature that touches the flame dragon or hits it with a melee attack while within 5 feet of it takes 7 (2d6) fire damage.

ACTIONS

Multiattack. The dragon makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 13 (2d10 + 2) piercing damage plus 7 (2d6) fire damage.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) slashing damage.

Fire Breath (Recharge 5–6). The dragon exhales fire in a 30-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 42 (12d6) fire damage on a failed save, or half as much damage on a successful one.

FLAME DRAGON WYRMLING

Medium Dragon, Chaotic Evil

Armor Class 17 (natural armor)

Hit Points 52 (8d8 + 16)

Speed 30 ft., climb 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	15 (+2)	13 (+1)	12 (+1)	16 (+3)

Saving Throws Dex +4, Con +4, Wis +3, Cha +5

Skills Deception +5, Perception +5, Persuasion +5, Stealth +4

Damage Immunities fire

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 15

Languages Common, Draconic, Ignan

Challenge 2 (450 XP) **Proficiency Bonus** +2

Heated Body. A creature that touches the flame dragon or hits it with a melee attack while within 5 feet of it takes 3 (1d6) fire damage.

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 6 (1d10 + 1) piercing damage plus 3 (1d6) fire damage.

Fire Breath (Recharge 5–6). The dragon exhales fire in a 15-foot cone. Each creature in that area must make a DC 12 Dexterity saving throw, taking 17 (5d6) fire damage on a failed save, or half as much damage on a successful one.

Dragon, Mithral

Light glints off the dragon's glossy scales, shining silver-white. Its tiny wings folded flush against its body open like a fan and expose shimmering, diaphanous membranes. Its narrow head, with bare slits for its eyes and nostrils, sits at the end of a slender neck atop an impossibly thin frame.

Rage in Youth. Younger mithral dragons raid and pillage as heavily as any chromatic dragon, driven largely by greed to acquire a worthy hoard, though they are less likely to kill for sport or out of cruelty. In adulthood and old age, however, mithral dragons are less concerned with material wealth and more inclined to value friendship, knowledge, and a peaceful life pursuing interesting goals.

Peacemakers. Adult and older mithral dragons are diplomats and arbitrators by temperament (some dragons cynically call them referees). They enjoy bringing some peace to warring factions. Among all dragons, their strict neutrality and ability to negate magic make them well suited to these vital roles.

A Mithral Dragon's Lair

Mithral dragons are attracted to lairs near humanoid civilization, where petitioners can reach them if their diplomatic services are needed. Unlike other dragons, mithral dragons forsake lairing upon remote natural caverns or cliffs, preferring to dwell in impressive structures of metal and stone—with a particular fondness for towers. More than once, a mithral dragon has accepted the deed to a fortress, palace, or castle as payment for brokering peace between warring factions.

Curiously, mithral dragons don't hoard coins and precious metals as most dragons do. Other curiosities fill their lair, like fine paintings, marble statues, rare tomes, stained glass, and anything made of mithral—rare treasures procured over a lifetime of interacting with mortal creatures.

Lair Actions

On initiative count 20 (losing initiative ties), the dragon takes a lair action to cause one of the following effects; the dragon can't use the same effect two rounds in a row:

- **Impaling Spikes.** Metallic spikes sprout from the ground beneath one creature the dragon can see within 120 feet of it. The target must make a DC 15 Dexterity saving throw. On a failure, the creature takes 10 (3d6) piercing damage and is restrained as it is impaled on the magical spikes. On a success, a creature takes half the damage and isn't restrained. A creature, including the restrained target, can take its action to free the restrained target by succeeding on a DC 15 Strength check to break the spikes.
- **Shimmering Scales.** Light within the lair bends toward the dragon, reflecting brilliantly off its scales. Each creature within 30 feet of the dragon and that can see it must succeed on a DC 15 Dexterity saving throw or be blinded until the end of its next turn.
- **Wave of Peace.** A pulse of calming energy washes over the lair. Each hostile creature the dragon can see within 120 feet of it must succeed on a DC 15 Charisma saving throw or become indifferent about creatures of the dragon's choice that it is hostile toward for 1 minute. This indifference ends if the target is attacked or harmed by a spell or if it witnesses any of its friends being harmed. When the effect ends, the creature can choose to become hostile again.

Regional Effects

The region containing a legendary mithral dragon's lair is warped by the dragon's magic, which creates one or more of the following effects:

- **Calming Air.** Humanoids within 6 miles of the lair experience feelings of peace and are less prone to mood swings. Dragons within 6 miles of the lair experience the opposite effect, becoming plagued by anxiety and irritability.
- **Peaceful Realm.** When a Dragon or Humanoid within 3 miles of the lair attempts to commit an act of violence against a Dragon or Humanoid and that act of violence isn't in self-defense, that creature must succeed on a DC 13 Wisdom saving throw or be unable to commit acts of violence, other than self-defense, for 1 minute. The dragon can choose to suppress this effect for any creature.
- **Shining Mithral.** Objects made from metals other than mithril appear dull and feel heavy while within 1 mile of the dragon's lair.

If the dragon dies, these effects fade over the course of 1d10 days.

Ancient Mithral Dragon

Gargantuan Dragon, Neutral

Armor Class 20 (natural armor)

Hit Points 490 (28d20 + 196)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	26 (+8)	25 (+7)	20 (+5)	21 (+5)	20 (+5)

Saving Throws Dex +15, Con +14, Wis +12, Cha +12

Skills History +12, Insight +12, Perception +19, Persuasion +12, Stealth +15

Damage Resistance force

Damage Immunities slashing

Condition Immunities charmed

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 29

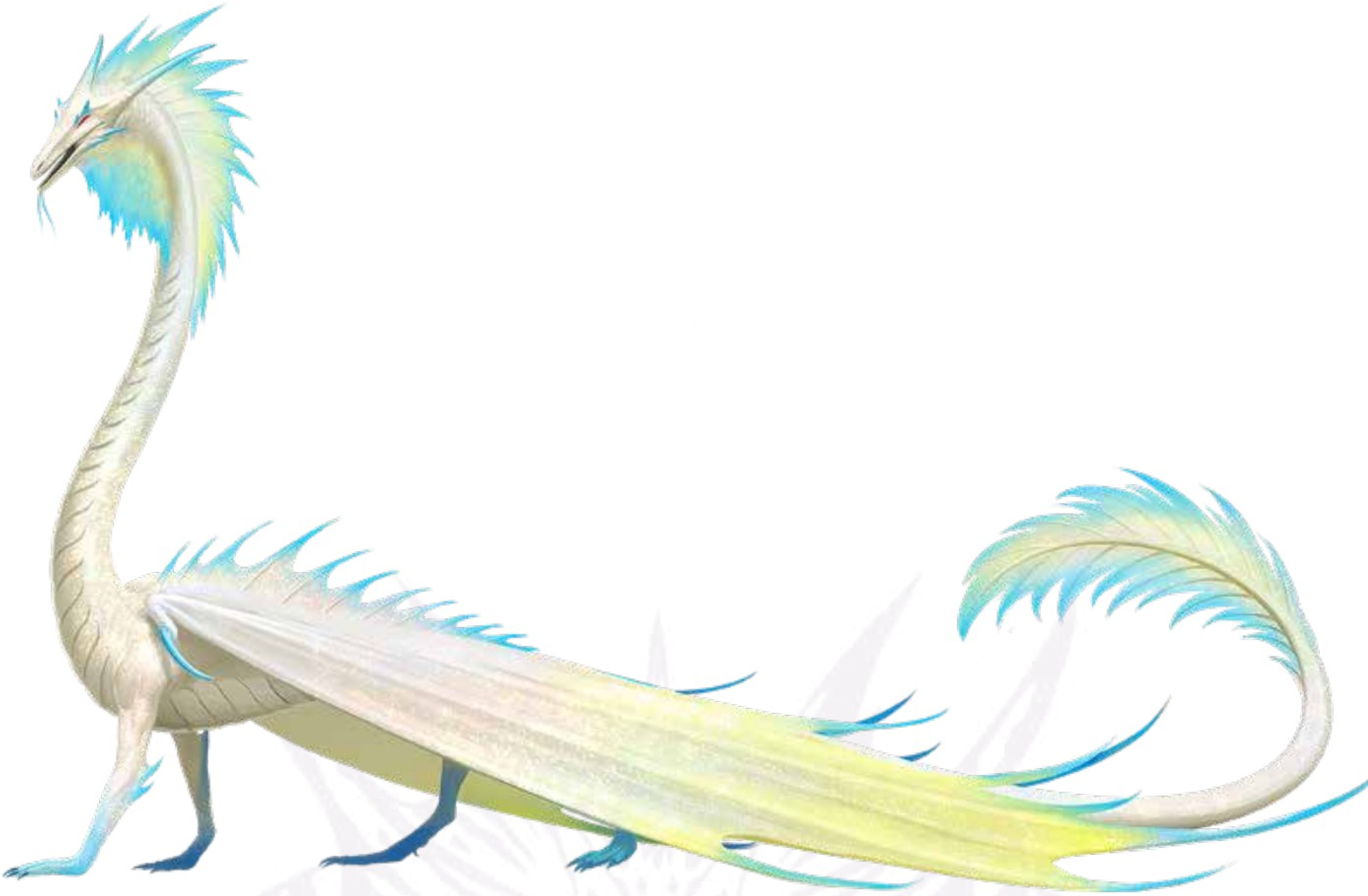
Languages all, telepathy 120 ft.

Challenge 22 (41,000 XP) **Proficiency Bonus** +7

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Magic Resistance. The dragon has advantage on saving throws against spells and other magical effects.

Mithral Scales. If the dragon succeeds on a saving throw by 5 or more against a spell that targets only it, the dragon is unaffected, and the spell is reflected back at the caster as though it originated from the dragon, turning the caster into the target.



ACTIONS

Multiattack. The dragon uses its Frightful Presence. It then makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage. Instead of dealing damage, the dragon can end one magical effect of its choice of 7th level or lower on the target.

Claw. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 15 (2d6 +8) slashing damage, and if the target isn't a Construct or Undead, it must succeed on a DC 23 Constitution saving throw or lose 10 (3d6) hp at the start of each of its turns as a piece of metallic claw breaks off in the wound. Any creature can take an action to remove the claw with a successful DC 16 Wisdom (Medicine) check. The claw pops out of the wound if the target receives magical healing.

Tail. *Melee Weapon Attack:* +15 to hit, reach 20 ft., one target. *Hit:* 17 (2d8 + 8) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 20 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Shard Breath (Recharge 5–6). The mithral dragon spits metallic shards in a 90-foot cone. Each creature in that area must succeed on a DC 22 Dexterity saving throw, taking 73 (21d6) slashing damage on a failed save, or half as much damage on a successful one. The area becomes difficult terrain for 1 minute, then the shards dissolve into wisps of silvery smoke. When a creature moves into or within the area, it takes 7 (2d6) slashing damage for every 5 feet it travels.

LEGENDARY ACTIONS

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a Tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 23 Dexterity saving throw or take 15 (2d6 + 8) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

MITHRAL DRAGONS IN MIDGARD

Mithral dragons are rebellious dragons who once sought to make peace between chromatic and metallic dragons. Having failed in that, they declared themselves neutral and now seek opportunities to make peace elsewhere. They are the only dragons that advocate against the perpetual war of the Dragon Empire, and occasionally serve as mercenaries against the Mharoti.

ADULT MITHRAL DRAGON

Huge Dragon, Neutral

Armor Class 18 (natural armor)

Hit Points 253 (22d12 + 110)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	22 (+6)	21 (+5)	18 (+4)	19 (+4)	18 (+4)

Saving Throws Dex +12, Con +11, Wis +10, Cha +10

Skills History +10, Insight +10, Perception +16, Persuasion +10, Stealth +12

Damage Resistance force

Damage Immunities slashing

Condition Immunities charmed

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 26

Languages all, telepathy 120 ft.

Challenge 18 (20,000 XP) **Proficiency Bonus** +6

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Magic Resistance. The dragon has advantage on saving throws against spells and other magical effects.

Mithral Scales. If the dragon rolls a 20 on a saving throw against a spell that targets only it, the dragon is unaffected, and the spell is reflected back at the caster as though it originated from the dragon, turning the caster into the target.

ACTIONS

Multiattack. The dragon uses its Frightful Presence. It then makes one Bite attack and two Claw attacks.

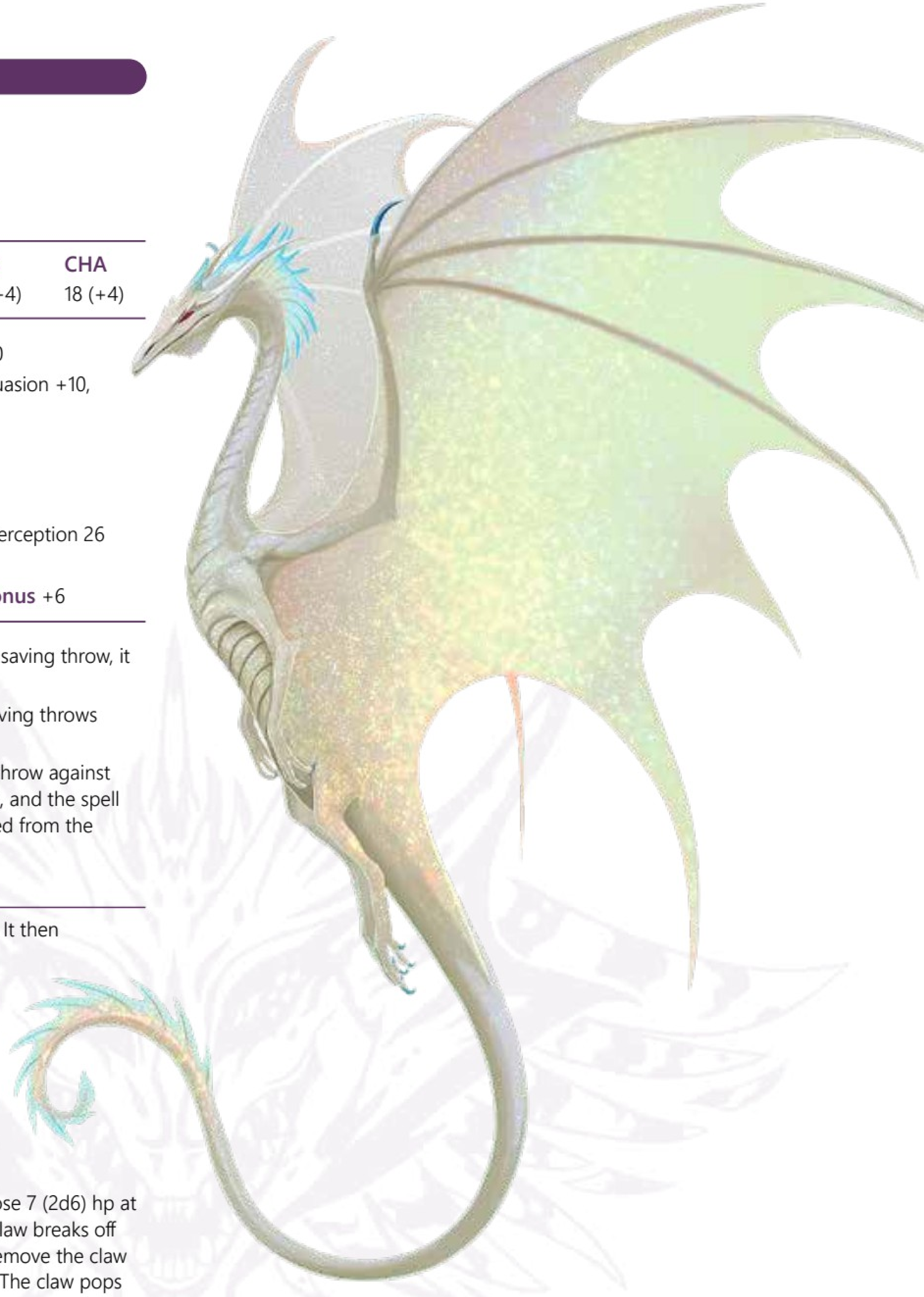
Bite. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage. Instead of dealing damage, the dragon can end one magical effect of its choice of 5th level or lower on the target.

Claw. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 +6) slashing damage, and if the target isn't a Construct or Undead, it must succeed on a DC 19 Constitution saving throw or lose 7 (2d6) hp at the start of each of its turns as a piece of metallic claw breaks off in the wound. Any creature can take an action to remove the claw with a successful DC 14 Wisdom (Medicine) check. The claw pops out of the wound if the target receives magical healing.

Tail. *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 18 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Shard Breath (Recharge 5–6). The mithral dragon spits metallic shards in a 60-foot cone. Each creature in that area must make a DC 19 Constitution saving throw, taking 42 (12d6) slashing damage on a failed save, or half as much on a successful one. The area becomes difficult terrain for 1 minute, then the shards dissolve into wisps of silvery smoke. When a creature moves into or within the area, it takes 7 (2d6) slashing damage for every 5 feet it travels.



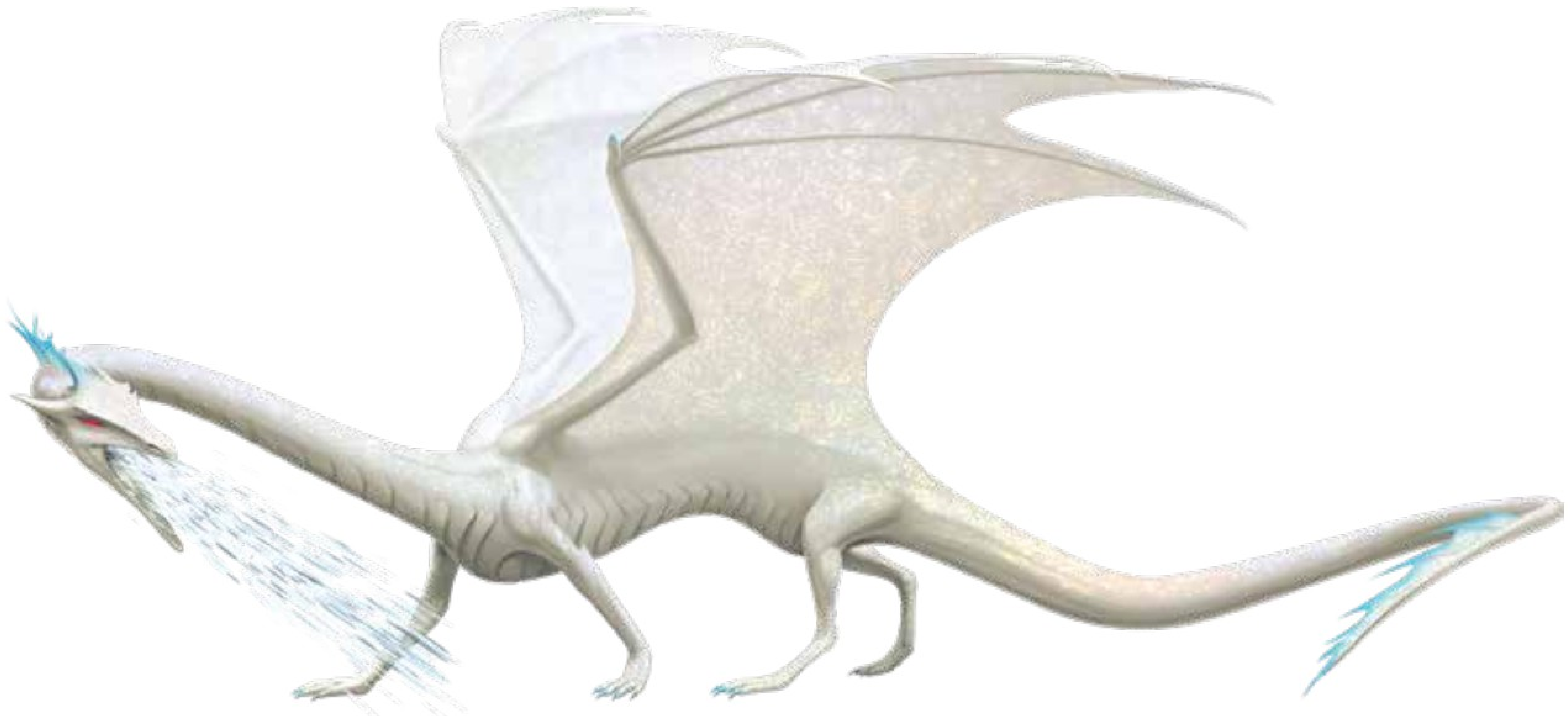
LEGENDARY ACTIONS

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a Tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 20 Dexterity saving throw or take 13 (2d6 + 6) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.



YOUNG MITHRAL DRAGON

Large Dragon, Neutral

Armor Class 16 (natural armor)

Hit Points 170 (20d10 + 60)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	17 (+3)	16 (+3)	17 (+3)	16 (+3)

Saving Throws Dex +7, Con +6, Wis +6, Cha +6

Skills Insight +6, Perception +9, Persuasion +6, Stealth +7

Damage Resistance force

Damage Immunities slashing

Condition Immunities charmed

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 19

Languages all, telepathy 60 ft.

Challenge 7 (2,900 XP) **Proficiency Bonus** +3

Magic Resistance. The dragon has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The dragon makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage. Instead of dealing damage, the dragon can end one magical effect of its choice of 3rd level or lower on the target.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage, and if the target isn't a Construct or Undead, it must succeed on a DC 14 Constitution saving throw or lose 3 (1d6) hp at the start of each of its turns as a piece of metallic claw breaks off in the wound. Any creature can take an action to remove the claw with a successful DC 12 Wisdom (Medicine) check. The claw pops out of the wound if the target receives magical healing.

Shard Breath (Recharge 5–6). The mithral dragon spits metallic shards in a 30-foot cone. Each creature in that area must make a DC 14 Dexterity saving throw, taking 28 (8d6) slashing damage on a failed save, or half as much damage on a successful one. The area becomes difficult terrain for 1 minute, then the shards dissolve into wisps of silvery smoke.

MITHRAL DRAGON WYRMLING

Medium Dragon, Neutral

Armor Class 14 (natural armor)

Hit Points 44 (8d8 + 8)

Speed 50 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	13 (+1)	14 (+2)	15 (+2)	14 (+2)

Saving Throws Dex +4, Con +3, Wis +4, Cha +4

Skills Insight +4, Perception +6, Stealth +4

Damage Resistance force

Damage Immunities slashing

Condition Immunities charmed

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 16

Languages all, telepathy 30 ft.

Challenge 1 (200 XP) **Proficiency Bonus** +2

Magic Resistance. The dragon has advantage on saving throws against spells and other magical effects.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage. Instead of dealing damage, the dragon can attempt to end one magical effect of its choice of 2nd level or lower on the target. This effect works like the *dispel magic* spell, except the dragon must always make an ability check. Its ability check for this is +4.

Shard Breath (Recharge 5–6). The mithral dragon spits metallic shards in a 15-foot cone. Each creature in that area must make a DC 11 Dexterity saving throw, taking 14 (4d6) slashing damage on a failed save, or half as much damage on a successful one. The area becomes difficult terrain until the start of the dragon's next turn, then the shards dissolve into wisps of silvery smoke.

Dragon, Sea

This aquamarine dragon has a shark's head that tapers off into a sleek eel-like body. Its large fins double as wings.

Divine Dragons. Sea dragons are the children of the ocean and believe they are semi-divine beings, worthy of worship. Given their size and power, they might be right; certainly, they are often companions or steeds to gods of the sea. Despite the solemn duties the sea dragons invoke thanks to their lineage, they are extremely whimsical. While these immense creatures are playful, their games can shatter hulls and drown sailors. The sea dragons course through the waves with tangible joy as they hunt whales and entire schools of tuna.

Shipwreck Art. Sea dragons love collecting treasure. They especially prize the sunken, treasure-filled hulls of ships lost to storm, battle, or their own handiwork. While they appreciate all wealth, they prefer hardy items that stand up to long exposure to sea water. Precious metals and gemstones add a dramatic luster to the dragon's lair when they catch stray beams of light. Sea dragons take more perishable treasures and place them on a reef-altar, to dissolve in the sea as a tithe to the sea gods.

Sunken Memorials. A sea dragon's lair is littered with meticulously arranged ships consigned to the deeps. These wrecks are often artfully smashed to allow the treasures in the hold to spill out onto the sea floor. It may seem haphazard, but it displays a complex aesthetic that only other sea dragons can truly appreciate. Because they arrange these wrecks so carefully, a dragon notices immediately if its hoard is disturbed.

A Sea Dragon's Lair

Sea dragons dwell in lairs beneath the waves: ocean fissures and caves, lightless trenches full of strange rock formations, and sheltered reefs of cultivated coral. Whatever the place, it's dedicated to the worship of sea gods. Despite the draconic instinct for seclusion and protection when choosing a lair, sea dragons always choose lairs relatively close to humanoid trade routes and abundant supplies of fish.

The sky surrounding a sea dragon's lair is perpetually stormy, and the seas run high. If a captain is courageous, these high winds and swift-running currents can cut significant time off a voyage.

Priests of Seggotan

Every sea dragon is devoted to the dragon god of the sea. As a result, many sea dragons use the innate spellcasting variant. Sea dragons favor spells that manipulate water or the weather, emulate storms, deal lightning or cold damage, divine the future, or conjure sea creatures to fight alongside the dragon.

Sea Dragons in Midgard

Sea dragons are the offspring of Seggotan, the dragon god of time and the sea. A sea dragon shares its god's idea that everything in the sea is the property of Seggotan, and they expect lesser beings to respect that truth.

The sea dragons are among the most powerful allies of the Mharoti Empire, securing seaways and acting as a communion point for the tidal priests. Thankfully for the Empire's enemies, the most ancient sea dragons are too consumed with contemplation of time and their inscrutable duties in the depths of the ocean to make war.

Lair Actions

On initiative count 20 (losing initiative ties), the dragon takes a lair action to cause one of the following effects; the dragon can't use the same effect two rounds in a row:

- **Create Coral Wall.** The dragon creates an opaque wall of living coral on a solid surface it can see within 120 feet of it. The wall can be up to 30 feet long, 30 feet high, and 1 foot thick. When the wall appears, each creature in its area is pushed 5 feet out of the wall's space on whichever side of the wall it wants, and it must make a DC 15 Dexterity saving throw, taking 18 (4d8) slashing damage on a failed save, or half as much damage on a successful one. While the wall remains, any creature that touches the wall must also make the saving throw. Each 10-foot section of the wall has AC 5, 30 hp, resistance to fire damage, and immunity to poison damage and psychic damage. The wall lasts until the dragon uses this lair action again or until the dragon dies.
- **Invoke the Sea's Calm.** The currents around up to four creatures in the water and that the dragon can see within 120 feet of it work against the creatures. Each target must succeed on a DC 15 Strength saving throw or it can't use reactions, its speed is halved, and it can't make more than one attack on its turn until initiative count 20 on the next round.
- **Whirlpools.** Four vortexes of water appear centered on points underwater or on the water's surface that the dragon can see within 120 feet of it. Each vortex takes the shape of a cylinder that is 30 feet tall with a 5-foot radius. Each creature that enters a vortex for the first time on a turn or starts its turn there must make a DC 15 Strength saving throw or be restrained. A creature, including a restrained creature, can take its action to free the restrained creature by succeeding on a DC 15 Strength check. The vortexes last until the dragon uses this lair action again or until the dragon dies.

Regional Effects

The region containing a legendary sea dragon's lair is warped by the dragon's magic, which creates one or more of the following effects:

- **Chill of the Deeps.** Water temperatures drop within 1 mile of the dragon's lair, turning the water frigid and endangering swimming creatures not accustomed to arctic waters.
- **Tempestuous Weather.** Storms and rough water are more common within 6 miles of the lair.
- **Thriving Waterways.** Sea life becomes richer within 6 miles of the lair. Schools of fish move into new waters, sharks become common, and whale migration paths shift to pass near the area.

If the dragon dies, these effects fade over the course of 1d10 days.

ANCIENT SEA DRAGON

Gargantuan Dragon, Neutral Evil

Armor Class 22 (natural armor)

Hit Points 518 (28d20 + 224)

Speed 40 ft., fly 80 ft., swim 80 ft.

STR	DEX	CON	INT	WIS	CHA
29 (+9)	10 (+0)	27 (+8)	19 (+4)	17 (+3)	21 (+5)

Saving Throws Dex +7, Con +15, Wis +10, Cha +12

Skills Perception +17, Stealth +7

Damage Immunities cold

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 27

Languages Common, Draconic, Primordial

Challenge 23 (50,000 XP) **Proficiency Bonus** +7

Amphibious. The dragon can breathe air and water.

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Siege Monster. The dragon deals double damage to objects and structures.

ACTIONS

Multiattack. The dragon uses its Frightful Presence. It then makes one Bite attack and two Fin attacks.

Bite. *Melee Weapon Attack:* +16 to hit, reach 15 ft., one target. *Hit:* 20 (2d10 + 9) piercing damage plus 14 (4d6) cold damage.

Fin. *Melee Weapon Attack:* +16 to hit, reach 10 ft., one target. *Hit:* 16 (2d6 + 9) slashing damage.

Tail. *Melee Weapon Attack:* +16 to hit, reach 20 ft., one target. *Hit:* 18 (2d8 + 9) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 20 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Tidal Breath (Recharge 5-6). The dragon exhales a crushing wave of frigid seawater in a 90-foot cone. Each creature in that area must make a DC 23 Dexterity saving throw. On a failure, the creature takes 44 (8d10) bludgeoning damage and 44 (8d10) cold damage and is pushed up to 45 feet away from the dragon and knocked prone. On a success, the creature takes half the damage and isn't pushed or knocked prone.

LEGENDARY ACTIONS

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a Tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 24 Dexterity saving throw or take 16 (2d6 + 9) bludgeoning damage and be knocked prone. The dragon can then move up to half its flying speed, or swimming speed if in the water.

ADULT SEA DRAGON

Huge Dragon, Neutral Evil

Armor Class 19 (natural armor)

Hit Points 275 (22d12 + 132)

Speed 40 ft., fly 80 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	23 (+6)	17 (+3)	15 (+2)	19 (+4)

Saving Throws Dex +6, Con +12, Wis +8, Cha +10

Skills Perception +14, Stealth +6

Damage Immunities cold

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 24

Languages Common, Draconic, Primordial

Challenge 18 (20,000 XP) **Proficiency Bonus** +6

Amphibious. The dragon can breathe air and water.

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Siege Monster. The dragon deals double damage to objects and structures.

ACTIONS

Multiattack. The dragon uses its Frightful Presence. It then makes one Bite attack and two Fin attacks.

Bite. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 18 (2d10 + 7) piercing damage plus 10 (3d6) cold damage.

Fin. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 14 (2d6 + 7) slashing damage.

Tail. *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target. *Hit:* 16 (2d8 + 7) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 18 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Tidal Breath (Recharge 5-6). The dragon exhales a crushing wave of frigid seawater in a 60-foot cone. Each creature in that area must make a DC 20 Dexterity saving throw. On a failure, the creature takes 33 (6d10) bludgeoning damage and 33 (6d10) cold damage and is pushed up to 30 feet away from the dragon and knocked prone. On a success, the creature takes half the damage and isn't pushed or knocked prone.

LEGENDARY ACTIONS

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a Tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 21 Dexterity saving throw or take 14 (2d6 + 7) bludgeoning damage and be knocked prone. The dragon can then move up to half its flying speed, or half its swimming speed if in the water.

YOUNG SEA DRAGON

Large Dragon, Neutral Evil

Armor Class 18 (natural armor)

Hit Points 190 (20d10 + 80)

Speed 40 ft., fly 80 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	19 (+4)	15 (+2)	13 (+1)	17 (+3)

Saving Throws Dex +4, Con +8, Wis +5, Cha +7

Skills Perception +9, Stealth +4

Damage Immunities cold

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 19

Languages Common, Draconic, Primordial

Challenge 9 (5,000 XP) **Proficiency Bonus** +4

Amphibious. The dragon can breathe air and water.

Siege Monster. The dragon deals double damage to objects and structures.

ACTIONS

Multiattack. The dragon makes one Bite attack and two Fin attacks.

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage plus 7 (2d6) cold damage.

Fin. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Tidal Breath (Recharge 5–6). The dragon exhales a crushing wave of frigid seawater in a 30-foot cone. Each creature in that area must make a DC 16 Dexterity saving throw. On a failure, the creature takes 22 (4d10) bludgeoning damage and 22 (4d10) cold damage and is pushed up to 15 feet away from the dragon and knocked prone. On a success, the creature takes half the damage and isn't pushed or knocked prone.

SEA DRAGON WYRMLING

Medium Dragon, Neutral Evil

Armor Class 17 (natural armor)

Hit Points 52 (8d8 + 16)

Speed 30 ft., fly 60 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	15 (+2)	13 (+1)	11 (+0)	15 (+2)

Saving Throws Dex +2, Con +4, Wis +2, Cha +4

Skills Perception +4, Stealth +2

Damage Immunities cold

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 14

Languages Common, Draconic, Primordial

Challenge 3 (700 XP) **Proficiency Bonus** +2

Amphibious. The dragon can breathe air and water.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage plus 3 (1d6) cold damage.

Tidal Breath (Recharge 5–6). The dragon exhales a crushing wave of frigid seawater in a 15-foot cone. Each creature in that area must make a DC 12 Dexterity saving throw. On a failure, the creature takes 11 (2d10) bludgeoning damage and 11 (2d10) cold damage and is pushed up to 5 feet away from the dragon and knocked prone. On a success, the creature takes half the damage and isn't pushed or knocked prone.

Dragon, Void

A dragon seemingly formed of the night sky has bright white stars for eyes. Lesser stars twinkle in the firmament of the dragon's body.

Children of the Stars. Void dragons drift through the empty spaces beyond the boundaries of the mortal world and wander between the stars. They are aloof, mingling only with the otherworldly beings that live above and beyond the earth, including the incarnate forms of the stars themselves.

Witnesses to the Void. Void dragons are intensely knowledgeable creatures, but they have seen too much, lingering at the edge of the Void itself. They carry a piece of that nothing with them, and it flows out of them to break the minds of lesser beings when the dragons fly into a rage.

Voracious Scholars. Despite their removed existence and strange quirks, Void dragons still hoard treasure. Gems that glitter like the stars of their home are particularly prized. Their crowning piece, however, is knowledge. Void dragons jealously hoard scraps of forbidden and forgotten lore of any kind and spend most of their time at home poring over these treasures.

A Void Dragon's Lair

Void dragons make their lairs deep in the freezing, airless space between the stars. When a Void dragon claims a home elsewhere, it prefers towering mountain peaks, valleys, or ruins at high elevation with a clear view of the sky. When encountered in its lair, an adult Void dragon has a challenge rating of 17 (18,000 XP), and an ancient Void dragon has a challenge rating of 25 (75,000 XP).

Lair Actions

On initiative count 20 (losing initiative ties), the dragon takes a lair action to cause one of the following effects; the dragon can't use the same effect two rounds in a row:

- **Orb of the Void.** The Void briefly overlaps the dragon's lair in a 20-foot-radius sphere of blackness punctuated by deep blue streaks and pinpoints of light. The sphere is centered on a point the dragon can see within 120 feet of the dragon. The sphere spreads around corners, is heavily obscured, and contains no air (creatures must hold their breath). Each creature in the sphere when it appears must make a DC 15 Constitution saving throw, taking 10 (3d6) cold damage on a failed save, or half as much damage on a successful one. Any creature that ends its turn in the sphere takes 10 (3d6) cold damage. The sphere lasts until the dragon uses this lair action again or until the dragon dies.
- **Spatial Anomaly.** The lair's connection to the Void briefly rips the fabric of space, forcing two creatures the dragon can see within 120 feet of it to suddenly exist at the same point in space and time. The laws of reality repel the creatures back to their original positions as reality resets. The targets aren't actually moved, but reality's reset forces each target to make a DC 15 Strength saving throw. On a failure, the creature takes 16 (3d10) force damage and is knocked prone. On a success, the creature takes half the damage and isn't knocked prone.
- **Zero Gravity.** Gravity stops working in a 50-foot radius, 100-foot-high cylinder centered on a point the dragon can see within 120 feet of it. Each creature in that cylinder drifts 10 feet away from the ground and must succeed on a DC 15 Strength saving throw or be restrained. A flying creature automatically succeeds on the saving throw, but its speed is halved unless it can hover or flies magically. This effect lasts until initiative count 20 on the next round.

Regional Effects

The region containing a legendary Void dragon's lair is warped by the dragon's magic, which creates one or more of the following effects:

- **Dark of the Void.** Nonmagical illumination, including sunlight, can't create bright light within 6 miles of the lair.
- **Torn Veil.** Within 3 miles of the lair, disembodied voices whisper in the night. Celestials, Fey, and Fiends with a challenge rating of 2 or lower can choose to slip into the Material Plane from their native planes or vice versa.
- **Uncovered Knowledge.** Secrets have a way of coming to light within 6 miles of the lair. Clues are inadvertently discovered, slips of the tongue hint at a hidden truth, and creatures become morbidly curious for forbidden knowledge.

If the dragon dies, these effects fade over the course of 1d10 days.

Ancient Void Dragon

Gargantuan Dragon, Chaotic Neutral

Armor Class 22 (natural armor)

Hit Points 429 (22d20 + 198)

Speed 40 ft., fly 80 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
28 (+9)	10 (+0)	29 (+9)	18 (+4)	15 (+2)	23 (+6)

Saving Throws Dex +7, Con +16, Wis +9, Cha +13

Skills Arcana +18, History +18, Perception +16, Stealth +7

Damage Immunities cold

Condition Immunities charmed, frightened

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 26

Languages Common, Draconic, Void Speech

Challenge 24 (62,000 XP) **Proficiency Bonus** +7

Chill of the Void. Creatures with resistance to cold damage don't have resistance to the cold damage dealt by the Void dragon. A creature with immunity to cold damage is still immune to the dragon's cold damage.

Collapsing Star. When the void dragon dies, it explodes in a swath of celestial destruction. Each creature within 1,000 feet of the dragon must make a DC 21 Constitution saving throw, taking 55 (10d10) bludgeoning damage and 55 (10d10) cold damage on a failed save, or half as much damage on a successful one. Objects in the area that aren't being worn or carried take half the bludgeoning damage. A creature that fails the saving throw by 5 or more is ejected to a

random location on a random plane of existence or 5d100 miles away from its current location in a random direction (GM's choice).

Expert Void Traveler. The Void dragon doesn't require air, food, drink, sleep, or ambient pressure. While traveling in the Void, the dragon magically glides on solar winds, covering immense distances in short times.

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

ACTIONS

Multiattack. The dragon uses its Aura of Madness. It then makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +16 to hit, reach 15 ft., one target. *Hit:* 20 (2d10 + 9) piercing damage plus 14 (4d6) cold damage.

Claw. *Melee Weapon Attack:* +16 to hit, reach 10 ft., one target. *Hit:* 16 (2d6 + 9) slashing damage.

Tail. *Melee Weapon Attack:* +16 to hit, reach 20 ft., one target. *Hit:* 18 (2d8 + 9) bludgeoning damage.

Aura of Madness. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 18 Wisdom saving throw or suffer short-term madness for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Aura of Madness for the next 24 hours.

Breath Weapons (Recharge 5–6). The dragon uses one of the following breath weapons.

- **Gravitic Breath.** The dragon exhales localized gravity in a 90-foot cube, originating from the dragon. When a creature ends a fall in the cube, it takes 1d10 bludgeoning damage for every 10 feet it fell, to a maximum of 20d10. A creature that enters the cube for the first time on a turn or starts its turn there must make a DC 24 Dexterity saving throw. On a failure, the creature is restrained. On a success, the creature's speed is halved as long as it remains in the cube. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. The cube lasts for 1 minute.
- **Stellar Breath.** The dragon exhales star fire in a 90-foot cone. Each creature in that area must make a DC 24 Dexterity saving throw, taking 42 (12d6) fire damage and 42 (12d6) radiant damage on a failed save, or half as much damage on a successful one.

REACTIONS

Void Twist. The dragon adds 7 to its AC against one attack that would hit it, as it twists reality to open a small rift in space to protect itself. To do so, the dragon must be able to see the attacker. If the attack misses by 5 or more, the dragon can choose to open a second, connected rift next to another creature it can see within 30 feet of it to direct the attack at that creature instead, using the original attack roll result against the new target's AC.

LEGENDARY ACTIONS

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a Tail attack.

Void Slip (Costs 2 Actions). The dragon twists the fabric of space around it, disappearing and reappearing in an unoccupied space it can see within 120 feet of it. Each creature within 15 feet of the dragon must succeed on a DC 21 Dexterity saving throw or take 17 (5d6) cold damage and be knocked prone.

ADULT VOID DRAGON

Huge Dragon, Chaotic Neutral

Armor Class 19 (natural armor)

Hit Points 229 (17d12 + 119)

Speed 40 ft., fly 80 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
24 (+7)	10 (+0)	25 (+7)	16 (+3)	13 (+1)	21 (+5)

Saving Throws Dex +5, Con +12, Wis +6, Cha +10

Skills Arcana +13, History +13, Perception +11, Stealth +5
Damage Immunities cold
Condition Immunities charmed, frightened
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 21
Languages Common, Draconic, Void Speech
Challenge 16 (15,000 XP) **Proficiency Bonus** +5

Chill of the Void. Creatures with resistance to cold damage don't have resistance to the cold damage dealt by the Void dragon. A creature with immunity to cold damage is still immune to the dragon's cold damage.

Expert Void Traveler. The Void dragon doesn't require air, food, drink, sleep, or ambient pressure. While traveling in the Void, the dragon magically glides on solar winds, covering immense distances in short times.

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

ACTIONS

Multiattack. The dragon uses its Aura of Madness. It then makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 18 (2d10 + 7) piercing damage plus 10 (3d6) cold damage.

Claw. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 14 (2d6 + 7) slashing damage.

Tail. *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. *Hit:* 16 (2d8 + 7) bludgeoning damage.

Aura of Madness. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 18 Wisdom saving throw or suffer short-term madness for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Aura of Madness for the next 24 hours.

Breath Weapons (Recharge 5-6). The dragon uses one of the following breath weapons.

- **Gravitic Breath.** The dragon exhales localized gravity in a 60-foot cube, originating from the dragon. When a creature ends a fall in the cube, it takes 1d10 bludgeoning damage for every 10 feet it fell, to a maximum of 20d10. A creature that enters the cube for the first time on a turn or starts its turn there must make a DC 20 Dexterity saving throw. On a failure, the creature is restrained. On a success, the creature's speed is halved as long as it remains in the cube. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. The cube lasts until the dragon's breath weapon recharges.
- **Stellar Breath.** The dragon exhales star fire in a 60-foot cone. Each creature in that area must make a DC 20 Dexterity saving throw, taking 31 (9d6) fire damage and 31 (9d6) radiant damage on a failed save, or half as much damage on a successful one.

REACTIONS

Void Twist. The dragon adds 5 to its AC against one attack that would hit it, as it twists reality to open a small rift in space to protect itself. To do so, the dragon must be able to see the attacker. If the attack misses by 5 or more, the dragon can choose to open a second, connected rift next to another creature it can see within 30 feet of it to direct the attack at that creature instead, using the original attack roll result against the new target's AC.

LEGENDARY ACTIONS

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a Tail attack.

Void Slip (Costs 2 Actions). The dragon twists the fabric of space around it, disappearing and reappearing in an unoccupied space it can see within 120 feet of it. Each creature within 10 feet of the dragon must succeed on a DC 20 Constitution saving throw or take 14 (4d6) cold damage and be knocked prone.

YOUNG VOID DRAGON

Large Dragon, Chaotic Neutral

Armor Class 18 (natural armor)
Hit Points 157 (15d10 + 75)
Speed 40 ft., fly 80 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	21 (+5)	14 (+2)	11 (+0)	19 (+4)

Saving Throws Dex +4, Con +9, Wis +4, Cha +8
Skills Arcana +10, History +10, Perception +8, Stealth +4

Damage Immunities cold
Condition Immunities charmed, frightened
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 18
Languages Common, Draconic, Void Speech
Challenge 9 (5,000 XP) **Proficiency Bonus** +4

Chill of the Void. Creatures with resistance to cold damage don't have resistance to the cold damage dealt by the Void dragon. A creature with immunity to cold damage is still immune to the dragon's cold damage.

Expert Void Traveler. The Void dragon doesn't require air, food, drink, sleep, or ambient pressure. While traveling in the Void, the dragon magically glides on solar winds, covering immense distances in short times.

ACTIONS

Multiattack. The dragon makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage plus 7 (2d6) cold damage.

Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Breath Weapons (Recharge 5–6). The dragon uses one of the following breath weapons.

- **Gravitic Breath.** The dragon exhales localized gravity in a 30-foot cube, originating from the dragon. When a creature ends a fall in the cube, it takes 1d10 bludgeoning damage for every 10 feet it fell, to a maximum of 20d10. A creature that enters the cube for the first time on a turn or starts its turn there must make a DC 17 Dexterity saving throw. On a failure, the creature is restrained. On a success, the creature's speed is halved as long as it remains in the cube. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. The cube lasts until the dragon's breath weapon recharges.
- **Stellar Breath.** The dragon exhales star fire in a 30-foot cone. Each creature in that area must make a DC 17 Dexterity saving throw, taking 21 (6d6) fire damage and 21 (6d6) radiant damage on a failed save, or half as much damage on a successful one.

REACTIONS

Void Twist. The dragon adds 4 to its AC against one attack that would hit it, as it twists reality to open a small rift in space to protect itself. To do so, the dragon must be able to see the attacker.

VOID DRAGON WYRMLING

Medium Dragon, Chaotic Neutral
Armor Class 17 (natural armor)
Hit Points 45 (6d8 + 18)
Speed 30 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	17 (+3)	12 (+1)	9 (−1)	17 (+3)

Saving Throws Dex +2, Con +5, Wis +1, Cha +5
Skills Perception +3, Stealth +2
Damage Immunities cold
Condition Immunities charmed, frightened
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 13
Languages Common, Draconic, Void Speech
Challenge 2 (450 XP) **Proficiency Bonus** +2

Chill of the Void. Creatures with resistance to cold damage don't have resistance to the cold damage dealt by the Void dragon. A creature with immunity to cold damage is still immune to the dragon's cold damage.

Expert Void Traveler. The Void dragon doesn't require air, food, drink, sleep, or ambient pressure. While traveling in the Void, the dragon magically glides on solar winds, covering immense distances in short times.

ACTIONS

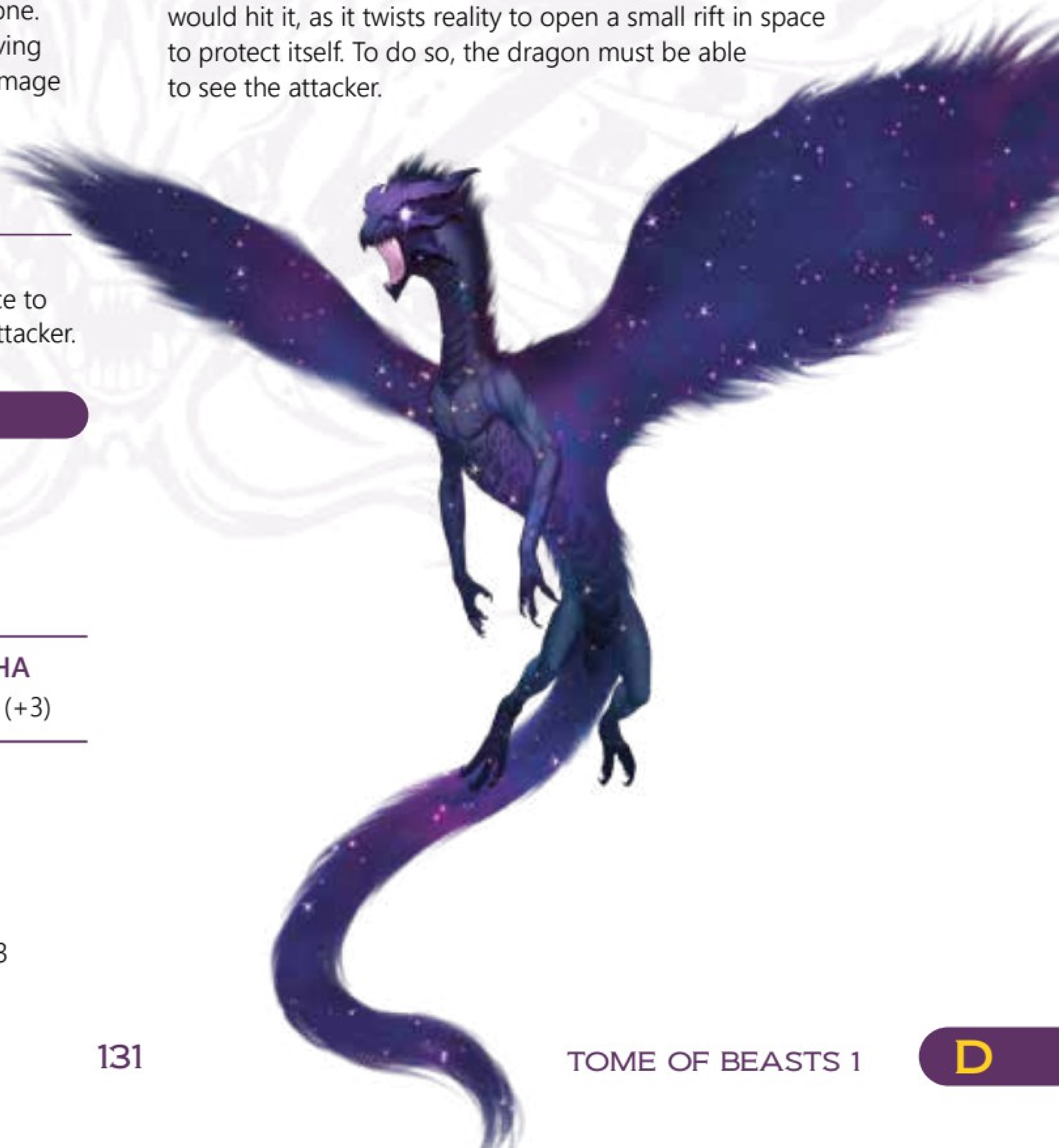
Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage plus 3 (1d6) cold damage.

Breath Weapons (Recharge 5–6). The dragon uses one of the following breath weapons.

- **Gravitic Breath.** The dragon exhales localized gravity in a 15-foot cube, originating from the dragon. When a creature ends a fall in the cube, it takes 1d10 bludgeoning damage for every 10 feet it fell, to a maximum of 20d10. A creature that enters the cube for the first time on a turn or starts its turn there must make a DC 13 Dexterity saving throw. On a failure, the creature is restrained. On a success, the creature's speed is halved as long as it remains in the cube. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. The cube lasts until the start of the dragon's next turn.
- **Stellar Breath.** The dragon exhales star fire in a 15-foot cone. Each creature in that area must make a DC 13 Dexterity saving throw, taking 10 (3d6) fire damage and 10 (3d6) radiant damage on a failed save, or half as much damage on a successful one.

REACTIONS

Void Twist. The dragon adds 2 to its AC against one attack that would hit it, as it twists reality to open a small rift in space to protect itself. To do so, the dragon must be able to see the attacker.



Dragon, Wind

Howling wind encircles the dragon, filling and pushing its wings without the need for them to beat.

Wind dragons view anywhere touched by air as their property, and mortals point to them as the epitome of arrogance. Their narcissism is not without reason, for awe-inspiring power supports their claims of rightful control. To the dragons of the shifting gales, strength is the ultimate arbiter.

Braggarts and Bullies. Wind dragons number among the greatest bullies and worst tyrants of mortal creatures. The sometimes-foolhardy creatures take offense at any perceived challenge and pleasure in humiliating rivals. They claim great swathes of territory but care little for its governance—they perceive mortals in that territory as possessions. Vassals receive only dubious protection in exchange for their loyalty. A wind dragon might seek bloody vengeance for the murder of a follower, but it's unlikely to go to any length to prevent the loss of that life in the first place.

Lords of the Far Horizons. Some believe that the dragons of the winds claim much more than they are capable of controlling or patrolling. Because they so love altitude, they prefer to rule and meet with earth-bound supplicants at the highest point available: the summit of a great mountain or atop a towering monument erected by fearful slaves. But these dragons are also driven by wanderlust and roam far from their thrones. They return eventually, ready to subjugate new generations and press a tyrannical claw on the neck of anyone who questions their right to rule.

Perpetual Infighting. These wandering tyrants are even more territorial among their own kind than they are among groundlings. Simple trespass by one wind dragon into the territory of another can lead to a battle to the death. Thus, their numbers never grow large, and the weakest among them are frequently culled.

Portable Hoards. Wind dragons' hoards typically consist of only a few truly valuable relics. Other dragons might sleep on a bed of coins, but common things bore wind dragons. While all true dragons desire and display great wealth, wind dragons concentrate their riches in a small number of notable trophies or unique historic items—often quite portable.

A Wind Dragon's Lair

Wind dragons make their lairs where they can overlook and dominate their claims, but the location must be remote enough that inhabitants can't pester them with requests for protection or justice. As they have little to fear from the elements, a shallow cave high on an exposed mountain face is ideal. Wind dragons enjoy heights dotted with rock spires and tall, sheer cliffs. They perch in the howling wind and catch updrafts and downdrafts sweeping through canyons and tearing across crags.

Lair Actions

On initiative count 20 (losing initiative ties), the dragon takes a lair action to cause one of the following effects; the dragon can't use the same effect two rounds in a row:

- **Air Blast.** A torrent of wind blasts outward in a 60-foot-radius sphere centered on a point the dragon can see within 120 feet of it. Each creature in that area must succeed on a DC 15 Strength saving throw or be knocked prone and stunned until the end of its next turn. Flying creatures, other than wind dragons, have disadvantage on the saving throw.
- **Blinding Wind.** Sand and dust swirls up from the ground in a cylinder that is 30 feet tall with a 20-foot radius, centered on a point the dragon can see within 120 feet of it. The area within the cylinder is difficult terrain. A creature that enters the cylinder for the first time on a turn or starts its turn there must succeed on a DC 15 Dexterity saving throw or be blinded until the end of its next turn. The cylinder of sand and dust lasts until the dragon uses this lair action again or until the dragon dies.
- **Gale Force Smash.** A blast of wind slams into a surface of the lair and sends fragments of ice and stone flying out from a point on the ground, wall, or ceiling the dragon can see within 120 feet of it. Each creature within 15 feet of that point must make a DC 15 Dexterity saving throw, taking 18 (4d8) bludgeoning damage on a failed save, or half as much damage on a successful one.

Ancient Wind Dragon

Gargantuan Dragon, Chaotic Neutral

Armor Class 20 (natural armor)
Hit Points 351 (19d20 +152)
Speed 30 ft., fly 120 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
28 (+9)	16 (+3)	26 (+8)	18 (+4)	17 (+3)	20 (+5)

Saving Throws Dex +10, Con +15, Wis +10, Cha +12
Skills Acrobatics +17, Intimidation +12, Perception +17, Stealth +10
Damage Resistances cold
Damage Immunities lightning
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 27
Languages Common, Draconic, Primordial
Challenge 21 (33,000 XP) **Proficiency Bonus** +7

Freedom of Movement. The dragon ignores difficult terrain, and magical effects can't reduce its speed or cause it to be restrained. It can spend 5 feet of movement to escape from nonmagical restraints or being grappled.

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Storm Sight. The dragon can see through areas obscured by fog, mist, clouds, or precipitation.

Whirling Winds. Gale force winds rage around the dragon's body. Arrows, bolts, and other ordinary projectiles launched at the dragon are deflected upward and automatically miss. Boulders hurled by giants or siege engines, and similar projectiles, are unaffected.

Actions

Multiattack. The wind dragon uses its Frightful Presence. It then makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +16 to hit, reach 15 ft., one target. *Hit:* 20 (2d10 + 9) piercing damage.

Claw. *Melee Weapon Attack:* +16 to hit, reach 10 ft., one target. *it:* 16 (2d6 + 9) slashing damage.

Tail. *Melee Weapon Attack:* +16 to hit, reach 20 ft., one target. *Hit:* 18 (2d8 + 9) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 20 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Tempest Breath (Recharge 5–6). The dragon exhales a blast of stormy wind in a 90-foot cone. Each creature in that area must make a DC 23 Strength saving throw. On a failure, a creature takes 36 (8d8) bludgeoning damage and 36 (8d8) lightning damage and is pushed up to 45 feet away from the dragon and knocked prone. On a success, a creature takes half the damage and isn't pushed or knocked prone. Nonmagical flames in the area are extinguished.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a Tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 24 Dexterity saving throw or take 16 (2d6 + 9) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

ADULT WIND DRAGON

Huge Dragon, Chaotic Neutral

Armor Class 17 (natural armor)

Hit Points 187 (15d12 + 90)

Speed 30 ft., fly 90 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
24 (+7)	16 (+3)	22 (+6)	16 (+3)	15 (+2)	18 (+4)

Saving Throws Dex +8, Con +11, Wis +7, Cha +9

Skills Acrobatics +13, Intimidation +9, Perception +12, Stealth +8

Damage Resistances cold

Damage Immunities lightning

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 22

Languages Common, Draconic, Primordial

Challenge 16 (15,000 XP) **Proficiency Bonus** +5

Freedom of Movement. The dragon ignores difficult terrain, and magical effects can't reduce its speed or cause it to be restrained. It can spend 5 feet of movement to escape from nonmagical restraints or being grappled.

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Storm Sight. The dragon can see through areas obscured by fog, mist, clouds, or precipitation.

Whirling Winds. Gale force winds rage around the dragon's body. Ranged weapon attack rolls against the dragon have disadvantage.

ACTIONS

Multiattack. The wind dragon uses its Frightful Presence. It then makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 18 (2d10 + 7) piercing damage.

Claw. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 14 (2d6 + 7) slashing damage.

Tail. *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. *Hit:* 16 (2d8 + 7) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 17 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Tempest Breath (Recharge 5–6). The dragon exhales a blast of stormy wind in a 60-foot cone. Each creature in that area must make a DC 19 Strength saving throw. On a failure, a creature takes 27 (6d8) bludgeoning damage and 27 (6d8) lightning damage and is pushed up to 30 feet away from the dragon and knocked prone. On a success, a creature takes half the damage and isn't pushed or knocked prone. Unprotected flames, such as torches, in the area are extinguished, and protected flames, such as those in lanterns, have a 75 percent chance of being extinguished.

LEGENDARY ACTIONS

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a Tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 20 Dexterity saving throw or take 14 (2d6 + 7) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

YOUNG WIND DRAGON

Large Dragon, Chaotic Neutral

Armor Class 16 (natural armor)

Hit Points 123 (13d10 + 52)

Speed 30 ft., fly 90 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	18 (+4)	14 (+2)	13 (+1)	16 (+3)

Saving Throws Dex +6, Con +7, Wis +4, Cha +6

Skills Acrobatics +9, Intimidation +6, Perception +7, Stealth +6

Damage Resistances cold

Damage Immunities lightning

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 17

Languages Common, Draconic, Primordial

Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Elusive. The dragon has advantage on ability checks and saving throws made to avoid or escape an effect that would reduce its speed or grapple or restrain it.

Storm Sight. The dragon can see through areas obscured by fog, mist, clouds, or precipitation.

ACTIONS

Multiattack. The dragon makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Tempest Breath (Recharge 5–6). The dragon exhales a blast of stormy wind in a 30-foot cone. Each creature in that area must make a DC 15 Strength saving throw. On a failure, a creature takes 27 (6d8) bludgeoning damage and is pushed up to 15 feet away from the dragon and knocked prone. On a success, a creature takes half the damage and isn't pushed or knocked prone. Unprotected flames, such as torches, in the area are extinguished, and protected flames, such as those in lanterns, have a 50 percent chance of being extinguished.

WIND DRAGON WYRMLING

Medium Dragon, Chaotic Neutral

Armor Class 15 (natural armor)

Hit Points 32 (5d8 + 10)

Speed 20 ft., fly 80 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	14 (+2)	12 (+1)	11 (+0)	14 (+2)

Saving Throws Dex +5, Con +4, Wis +2, Cha +4

Skills Acrobatics +7, Perception +4, Stealth +5

Damage Resistances cold

Damage Immunities lightning

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 14

Languages Draconic, Primordial

Challenge 1 (200 XP) **Proficiency Bonus** +2

Elusive. The dragon has advantage on ability checks and saving throws made to avoid or escape an effect that would reduce its speed or grapple or restrain it.

Storm Sight. The dragon can see through areas obscured by fog, mist, clouds, or precipitation.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage.

Tempest Breath (Recharge 5–6). The dragon exhales a blast of stormy wind in a 15-foot cone. Each creature in that area must make a DC 12 Strength saving throw. On a failure, a creature takes 9 (2d8) bludgeoning damage and is pushed up to 5 feet away from the dragon. On a success, a creature takes half the damage and isn't pushed. Unprotected flames, such as torches, in the area are extinguished, and protected flames, such as those in lanterns, have a 50 percent chance of being extinguished.

Dragonette, Lantern

This cat-sized drake with a waxy appearance and a glow emanating from its belly can hover in midair, filling a small area with a warm glow.

The lantern dragonette is named for its belly, which glows with a warm light. The beast's yellow, waxy scales darken with age, though the dragonettes rarely live more than 50 years. They weigh from 5 to 10 pounds and are 18 inches long.

Eat Candle Wax. The dragonette devours four ounces of candle wax each day, plus four more ounces if it has made its belly glow. A lantern dragonette's unusual diet leads it to lair in libraries, abbeys, and other places of study. Even though the dragonettes eat candles essential for study during dark hours, they still provide light and protect their adopted homes. Residents and caretakers consider them good luck and enjoy conversing with them.

Telepathic Chatterbox. This gregarious dragonette prefers to speak with its companions but uses telepathy if necessary; the creature hisses when surprised or displeased. It loves nothing more than discussing magic and history with an intelligent and informed individual.

Adventurous Companions. Occasionally, a dragonette wishing to learn more about the world finds a spellcaster or adventuring party to travel with, purely for the sake of learning or to acquire new sources of knowledge. Most parties enjoy the traveling light source and the abilities these companions bring to bear. A lantern dragonette avoids combat and uses its abilities only to escape or to defend its lair, family, and friends.

Diligent Parents. A mated pair produces one clutch of two to five eggs every five years. One parent raises the young dragonettes until they mature, typically in a year, while the other scours the area for candle wax to feed the hungry hatchlings.

Lantern Dragonette

Tiny Dragon, Lawful Neutral

Armor Class 13 (natural armor)

Hit Points 28 (8d4 + 8)

Speed 15 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
7 (–2)	15 (+2)	13 (+1)	16 (+3)	13 (+1)	12 (+1)

Saving Throws Wis +3, Cha +3

Skills Arcana +5, History +5, Nature +5, Perception +3, Religion +5

Senses darkvision 60 ft., passive Perception 13

Languages Common, Draconic, Primordial, telepathy 60 ft.

Challenge 1/2 (100 XP) **Proficiency Bonus** +2

Magical Darkness Hypersensitivity. While in an area of magical darkness, the lantern dragonette can't fly or use Lantern Belly, and it takes 3 (1d6) necrotic damage each minute.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Fire Breath. The lantern dragonette breathes fire in a 15-foot cone. Each creature in the area must make a DC 11 Dexterity saving throw, taking 10 (3d6) fire damage on a failed save, or half the damage on a successful one.

Bonus Actions

Lantern Belly. The dragonette sheds bright light in a 20-foot radius and dim light for an additional 20 feet or stops shedding light. To shed light, it must have eaten at least 4 ounces of candle wax in the past 24 hours. It can shed light for up to 1 hour for every 4 ounces of candle wax it has eaten in the past 24 hours, to a maximum of 4 hours every 24 hours.

Dragonleaf Tree

The dragon-headed leaves of these oak trees sometimes rustle despite a lack of wind, betraying a hint that they're more than they seem.

Gifts among Dragons. These magnificent trees are imbued with some characteristics of their draconic masters. While most groves consist of only one type of dragonleaf tree, dragons sometimes make gifts of them to cement a pact or as a show of fealty. The dragon giving the tree relinquishes command of the plant as part of the deal. This accounts for mixed groves belonging to especially powerful dragon lords.

Silent Guardians. Dragonleaf trees use fairly simple tactics to deter potential intruders into their masters' lairs. They remain motionless or allow the breeze to jostle their leaves to appear inconspicuous. Once enough intruders enter the grove, the trees fire razor sharp leaves or rain elemental energies upon the intruders, adjusting their position to make better use of their weapons.

Long Memories. Dragonleaf trees live up to 1,000 years. They stand 15 feet tall and weigh 3,000 pounds, but ancient specimens can reach heights of 45 feet. Growing a new dragonleaf tree requires a cutting from an existing tree at least 50 years old, which the tree's draconic master imbues with power, sacrificing the use of its breath weapon for a month. While this time barely registers on a dragon's whole lifespan, it still carefully considers the creation of a new tree, for fear that others might discover its temporary weakness.

Dragonleaf Tree

Large Plant, Unaligned

Armor Class 16 (natural armor)

Hit Points 152 (16d10 + 64)

Speed 15 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	19 (+4)	5 (−3)	12 (+1)	17 (+3)

Condition Immunities blinded, deafened

Senses blindsight 120 ft., passive Perception 11

Languages understands Draconic but can't speak

Challenge 8 (3,900 XP)

Proficiency Bonus +3

Elemental Affinity. The dragonleaf tree has immunity to a type of damage based on the type of dragon that grew it: acid (black, copper), cold (silver, white), fire (brass, gold, red), lighting (blue, bronze), or poison (green).

Eternally Loyal. The dragonleaf tree has advantage on ability checks and saving throws against influence or effects that would encourage it or force it to act against its draconic master. If charmed or controlled and directed to act against its master, the tree can immediately repeat the effect's saving throw, ending the effect on itself on a success.

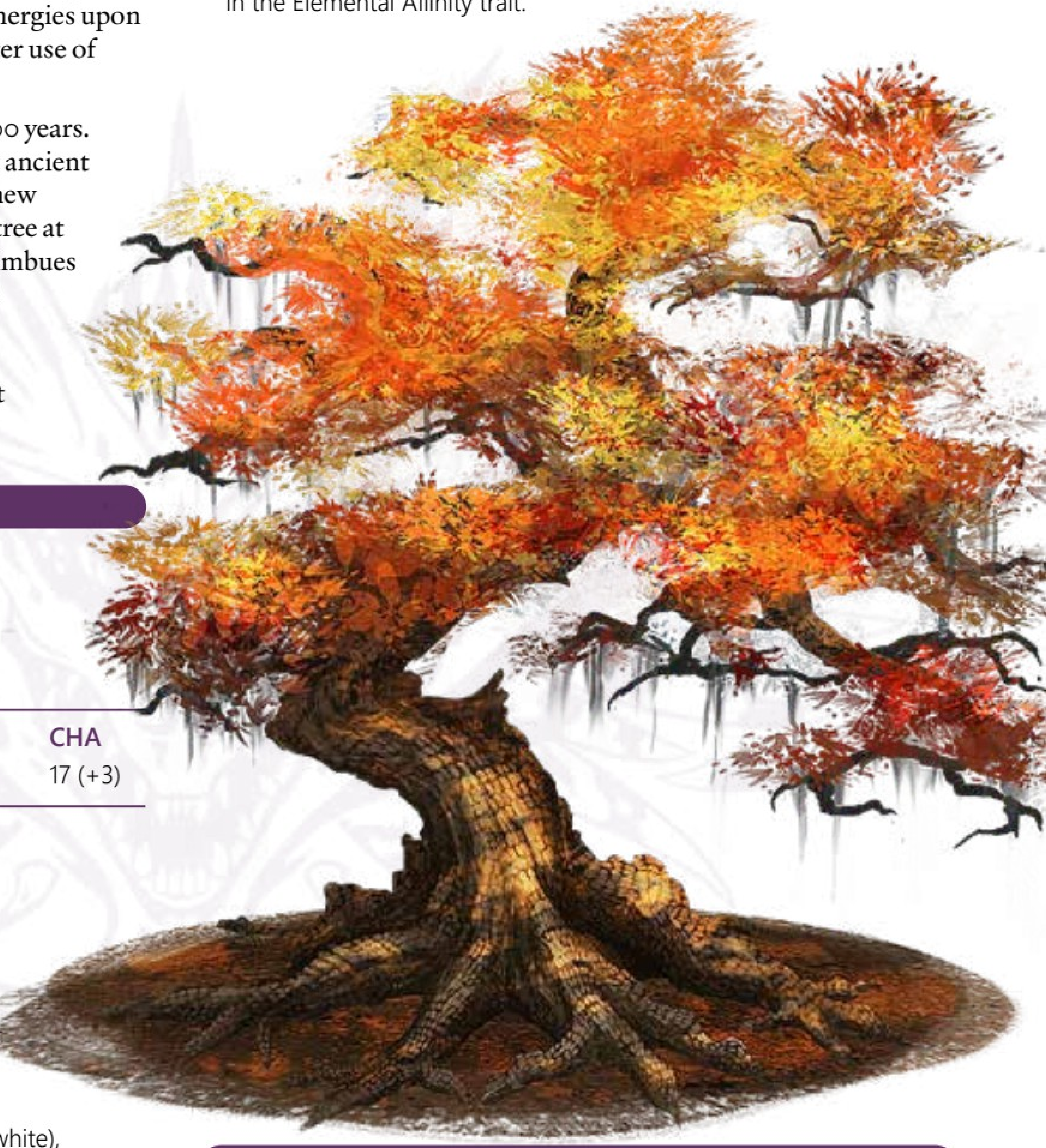
Actions

Multiattack. The dragon leaf tree makes three Slam or Throw Leaves attacks.

Slam. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 12 (2d8 + 3) bludgeoning damage plus 7 (2d6) damage of the type noted in the Elemental Affinity trait.

Throw Leaves. *Ranged Weapon Attack:* +5 to hit, range 30/120 ft., one target. *Hit:* 12 (4d4 + 2) slashing damage plus 7 (2d6) damage of the type noted in the Elemental Affinity trait.

Elemental Leaves (Recharge 6). The dragonleaf tree's leaves rain acid, shed bolts of lightning, shake loose icicles, or similarly emit the elemental energies of the dragon that grew the tree. Each creature within 20 feet of the dragonleaf tree must make a DC 15 Dexterity saving throw, taking 42 (12d6) damage of the type noted in the Elemental Affinity trait.



Dragonleaf Trees in Midgard

The finest druidic minds in the Mharoti Empire created these trees for the draconic lords of the land. Once the druids had shown the dragons the secret of the tree's creation, they were slain so that the secret would not spread. A handful of human and kobold gardeners know how to tend them and make them thrive, but little more.

Drake, Alehouse

This plump little creature reclines with a dazed look in its eyes and the suggestion of a grin on its fanged jaws.

Scaled Barflies. Alehouse drakes squat in busy bars, rowdy taverns, and bustling inns. A bane or savior to every bartender and innkeeper, alehouse drakes enjoy pushing patrons' emotions, driving crowds to ecstatic cheers or bloody bar fights. They make their homes in cities and towns, though older drakes settle down in roadside coaching inns. In the former situations, they are often troublemakers or pranksters, but in the latter circumstances, they usually befriend the proprietor and help manage flared tempers and weepy drinkers in return for living space and a generous tab.

Relentless Gossips. Alehouse drakes gossip endlessly. Perched in hiding places throughout busy taverns, they overhear many stories, and trade in information, making them good sources for news about town. More devious and ill-mannered alehouse drakes resort to blackmail, but this usually occurs only to secure a comfortable spot in their chosen tavern.

Family Heirlooms. Alehouse drakes are one to two feet long and weigh about eighteen pounds with a plump belly. Their scales are deep amber with cream or white highlights, and they possess glittering, light-colored eyes. The oldest recorded alehouse drake lived just past 400 years. Because of their longevity, some drakes are beloved by innkeeping families and treated a bit like family heirlooms.

Alehouse Drake

Tiny Dragon, Chaotic Neutral

Armor Class 13

Hit Points 45 (10d4 + 20)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
7 (−2)	16 (+3)	15 (+2)	11 (+0)	12 (+1)	16 (+3)

Saving Throws Dex +5

Skills Deception +5, Insight +3, Persuasion +5

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 11

Languages Common, Draconic

Challenge 1 (200 XP)

Proficiency Bonus +2

Actions

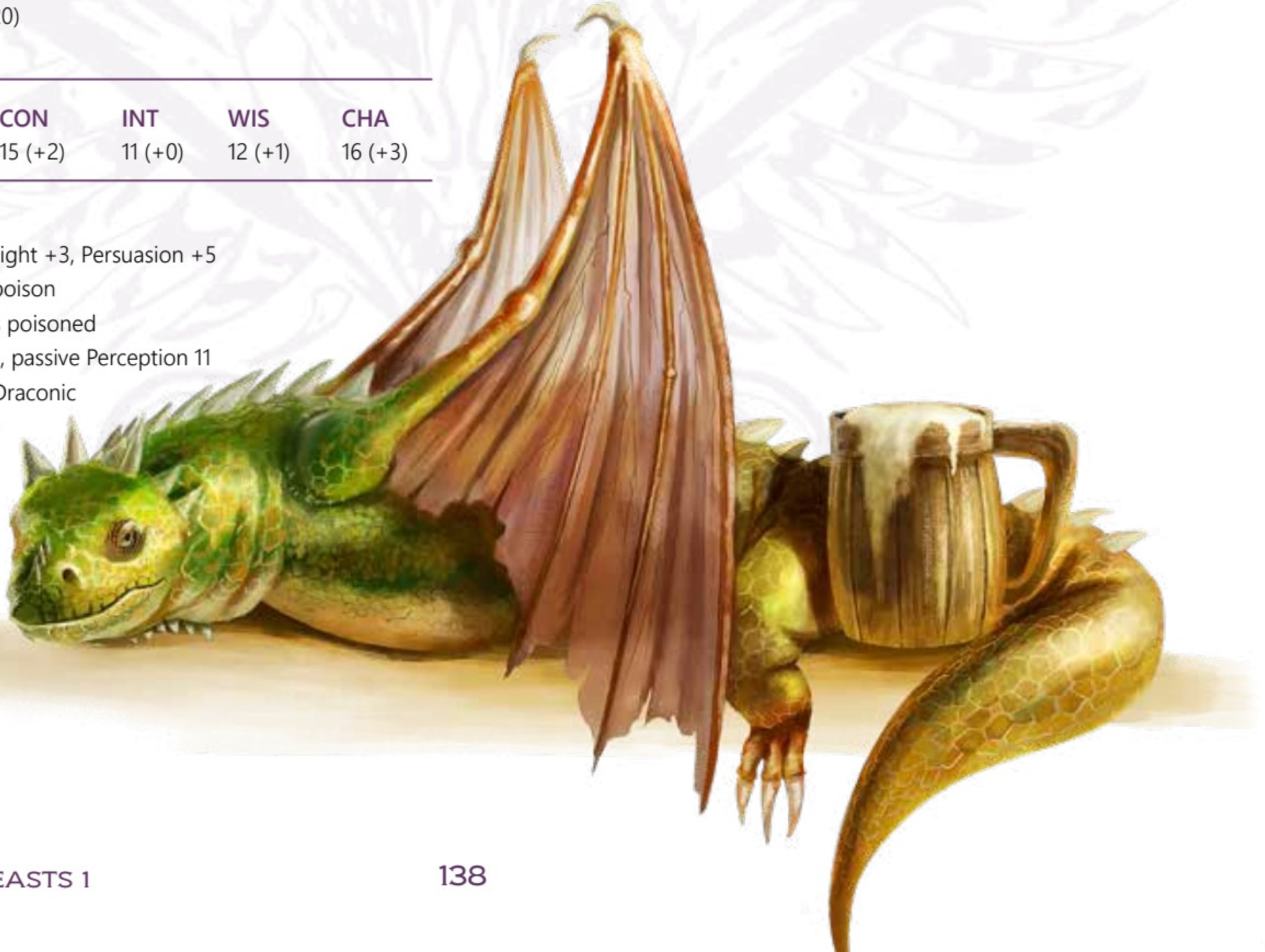
Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) slashing damage.

Discombobulating Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, and if the target is a creature, it must succeed on a DC 13 Charisma saving throw or be discombobulated until the end of its next turn. A discombobulated creature is incapacitated, and when it moves, it moves in a random direction.

Mocking Chortle. *Ranged Spell Attack:* +5 to hit, range 60 ft., one creature. *Hit:* 7 (1d8 + 3) psychic damage.

Breath Weapon (Recharge 5–6). The drake uses one of the following breath weapons.

- **Dazing Breath.** The alehouse drake exhales sweet-smelling gas in a 30-foot cone. Each creature in that area must succeed on a DC 13 Charisma saving throw or become incapacitated for 1 minute. While incapacitated, the creature is indifferent about creatures that it is hostile toward within 50 feet of the drake. If the creature is attacked, harmed by a spell, or witnesses any of its allies being harmed, it is no longer indifferent but remains incapacitated. The incapacitated creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
- **Intoxicating Breath.** The alehouse drake burps intoxicating gas in a 15-foot cone. Each creature in the area must make a DC 13 Constitution saving throw. On a failure, a creature takes 7 (2d6) poison damage and is poisoned for 1 minute. On a success, a creature takes half the damage and isn't poisoned. A poisoned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.



Drake, Ash

A lean and dull-scaled drake perches on a chimney as if it just crawled out, its tail still hanging into the flue as smoke billows out.

Chimney Nesting. Ash drakes clog chimney flues and delight in dusting crowds with thick, choking ash and soot, while the drakes laugh with sneering, wheezing tones. To placate the creatures, owners of smelters and smithies leave large piles of ash for the drakes to play in, with the hope they leave the shop and workers alone. Anyone hunting ash drakes finds them difficult to attack in their cramped lairs because the creatures blend in with the surroundings. Ash drakes often befriend kobolds, who have little trouble appeasing the drakes and appreciate the added security they bring.

Hunt Strays and Pets. Ash drakes eat rats and stray animals, although few can resist snatching an unattended pet. Contrary to popular opinion, this drake doesn't consume ash, but enjoys a pile of ash like a cat would catnip, rolling around in it and becoming wild-eyed. Anyone who disrupts such play becomes the target of the creature's intensely hot, sooty breath weapon.

Slender Dragons. While an ash drake is three feet long with a four-foot-long tail that seems to trail off into smoke, it weighs less than one might expect—approximately ten pounds. Every third winter, when chimneys are active, a male drake leaves his lair to find a mate. The resulting eggs are left in a suitable chimney, and one of the parents protects the young until they leave the nest at two years of age.

Volcanic Haunts. Ash drakes outside a city live in or near volcanic plateaus and mutter about the lack of neighbors to bully. In the wild, an ash drake may partner with a red dragon or flame dragon (see page 116), since the dragon provides its lesser cousin with plenty of ash.

Ash Drake

Small Dragon, Neutral Evil

Armor Class 16 (natural armor)

Hit Points 117 (18d6 + 54)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	16 (+3)	9 (−1)	15 (+2)	10 (+0)

Saving Throws Dex +4

Skills Stealth +4

Damage Immunities fire

Senses darkvision 60 ft., passive Perception 12

Languages Common, Draconic

Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Firesight. The ash drake can see through areas obscured by fire, smoke, and fog without penalty.

Actions

Multiattack. The drake makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) piercing damage plus 3 (1d6) fire damage.

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) slashing damage.

Ash Cloud (Recharge 6). The ash drake beats its wings, filling the area within 10 feet of it with ash for 1 minute. The ash spreads around corners, and its area is heavily obscured. Each creature that isn't an ash drake and that enters the cloud for the first time on its turn or starts its turn there must succeed on a DC 13 Constitution saving throw or become blinded until the end of its next turn. The ash moves with the drake, remaining centered on it for the duration.

Ash Breath (Recharge 5–6). The ash drake spews blistering hot, choking ash in a 30-foot cone. Each creature in the area must make a DC 13 Dexterity saving throw. On a failure, a creature takes 14 (4d6) fire damage and is poisoned for 1 minute. On a success, a creature takes half the damage and isn't poisoned. A poisoned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Drake, Coral

Swimming upright, this creature peels itself from the vibrant seascape and strikes with spined fins, shredding teeth, and a wickedly curved stinger.

Camouflaged Hunter. Like a piece of moving coral, this drake's coloration and scale patterns change to match nearby anemones, corals, seaweed, and sea urchins. This adaptation allows the creature considerable stealth in its natural habitat. It avoids combat if it can, preferring to hide and protect its young. Long serrated spines stretch from the coral drake's body, waving in brilliant colors against a blue sea.

All Spikes and Needles. An array of spikes and slender protrusions form a jagged crown above the creature's narrow face, while a long snout stretches out in front. Inside its mouth, serrated teeth form multiple ringed ridges where its young feed on leftover scraps of food and small parasites. Needle-thin talons spring from finned appendages, and a stinger frilled with tiny barbs curves at the end of its slender tail.

A coral drake measures seven feet from the tip of its snout to its barbed tail. Thin and agile, the beast weighs less than 100 pounds. Both male and female coral drakes gestate their delicate eggs inside sacks within their mouths and throats. This oral incubation protects the vulnerable eggs, but only a handful ever reach maturity, as the parents use their ravenous spawn for defense.

Poisonous Lairs. Coral drakes live in warm waters near great coral reefs. They hollow out small lairs and protect their meager hoards with the aid of the area's natural inhabitants. Because they are immune to poison, coral drakes often choose lairs nestled in forests of poisonous sea urchins, stinging anemones, and toxic corals. Aside from humankind, the coral drake harbors a great rivalry with dragon turtles. These beasts prize the same hunting grounds and nests and fight for supremacy in the richest reefs.

Coral Drake

Medium Dragon, Neutral Evil

Armor Class 16 (natural armor)

Hit Points 127 (15d8 + 60)

Speed 15 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	17 (+3)	18 (+4)	10 (+0)	13 (+1)	10 (+0)

Saving Throws Dex +6

Skills Acrobatics +6, Perception +7, Stealth +6

Damage Resistances cold

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 17

Languages Draconic

Challenge 7 (2,900 XP) **Proficiency Bonus** +3

Underwater Camouflage. The coral drake has advantage on Dexterity (Stealth) checks made while underwater.

Water Breathing. The coral drake can breathe only underwater.

Actions

Multiattack. The coral drake makes one Bite attack and two Spined Fin attacks. It can replace its Bite attack with a Stinger attack.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage.

Spined Fin. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage.

Stinger. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage, and the target must succeed on a DC 15 Constitution saving throw or be poisoned for 1 minute. While poisoned, the target takes 5 (2d4) poison damage at the start of each of its turns. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Biting Breath (Recharge 5–6). The coral drake pressurizes the throat sacs that contain its growing young and spews tiny, ravenous hatchling drakes in a 15-foot cone. Each creature in the area must make a DC 15 Dexterity saving throw. On a failure, a creature takes 21 (6d6) piercing damage and is blinded for 1 minute. On a success, a creature takes half the damage and isn't blinded. A blinded creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Drake, Crimson

Crimson drakes are easy to spot, with scales the color of dried blood, a deadly scorpion stinger, and a mischievous gleam in their eyes.

Fiery Raiders. Crimson drakes lair in woodlands near small settlements, making nighttime forays to set fires and hunt those who flee the flames—traits that make humanoid tribes prize them as raiding partners. Goblins gleefully adopt a crimson drake as a mascot to burn things down while they get on with slaughtering people. Red dragons and flame dragons (see page 116) regard a crimson drake as a pet, at best, but this rarely works out. When it is inevitably insulted by its larger cousins, a malicious crimson drake may intentionally set fires to blaze a trail for hunters to find the dragon's lair.

Mistaken for Pseudodragons. A crimson drake's scales and features are quite similar to those of a pseudodragon, and they can imitate a pseudodragon's hunting cry or song to trick victims into approaching. Once their prey gets close enough, they immolate it. As with pseudodragons, they resemble a red dragon in all but size and the presence of the drake's scorpion-like stinger. On average, a crimson drake weighs 12 pounds, its body measures about 18 inches long, and its tail adds another 18 inches.

Crimson Drake

Tiny Dragon, Chaotic Evil

Armor Class 14 (natural armor)

Hit Points 45 (10d4 + 20)

Speed 15 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	14 (+2)	8 (−1)	9 (−1)	14 (+2)

Saving Throws Dex +4

Skills Acrobatics +4, Perception +1

Damage Immunities fire

Senses darkvision 60 ft., passive Perception 11

Languages Common, Draconic

Challenge 1 (200 XP) **Proficiency Bonus** +2

Magic Resistance. The drake has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The crimson drake makes one Bite attack and one Stinger attack.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage plus 3 (1d6) fire damage.

Stinger. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage, and the target must succeed on a DC 12 Constitution saving throw or become poisoned for 1 minute. If the saving throw fails by 5 or more, the target takes 2 (1d4) poison damage at the start of each of its turns while poisoned. A poisoned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Fire Breath (Recharge 6). The drake exhales fire in a 15-foot cone. Each creature in that area must make a DC 12 Dexterity saving throw, taking 10 (3d6) fire damage on a failed save, or half as much damage on a successful one.

Crimson Drake Familiars

A crimson drake occasionally chooses to serve an evil spellcaster as a familiar. They are too mischievous to be especially loyal or trustworthy, but they are ferocious in defense of their master, feeling as possessive toward the master as other dragons might a piece of a hoard. Such crimson drakes have the following trait.

Familiar. The drake can serve another creature as a familiar, forming a magic, telepathic bond with that willing companion. While the two are bonded, the companion can sense what the drake senses as long as they are within 1 mile of each other. While the drake is within 10 feet of its companion, the companion shares the drake's Magic Resistance trait. At any time and for any reason, the drake can end its service as a familiar, ending the telepathic bond.

Drake, Deep

This large, unnerving drake's glassy black scales have purple undertones. Its features are elongated and almost alien. Black, expressionless eyes stare ahead, and a barbed stinger sits at the end of a long tail.

Friend to Ghouls. The deep drake has made a niche for itself in subterranean realms, establishing trade with the darakhul and with other races of the underworld. The drakes' poison ensures the ghouls have replacements when their population dwindles. In return, those underlings who fail their rulers become food for the drake.

Love Darkness. Deep drakes are 12 feet long, plus a three-foot long tail, and weigh up to 1,500 pounds. Their coloration makes them ideal predators in the subterranean dark. They love life underground, and they feel a kinship with the aberrations and undead residing there. They avoid sunlight and are strictly nocturnal when on the surface.

Few in Number. A deep drake mates for life with another deep drake when two of these rare creatures meet. A hermaphroditic creature, the drake assumes a gender until it finds a mate, at which time it may change. Once every 10–20 years, the drakes reproduce, resulting in three or four three-foot long, rubbery eggs. Occasionally, subterranean undead or aberrations take these eggs to their cities to train the young drakes. A "household drake" is a great status symbol in some deep places, and surface necromancers who have heard of them are often eager to acquire one.

Deep Drake

Large Dragon, Chaotic Evil

Armor Class 17 (natural armor)

Hit Points 150 (20d10 + 40)

Speed 40 ft., climb 30 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	19 (+4)	14 (+2)	11 (+0)	14 (+2)	12 (+1)

Saving Throws Dex +8, Con +6

Skills Athletics +9, Insight +6, Perception +6

Damage Immunities necrotic

Condition Immunities paralyzed

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 16

Languages Common, Darakhul, Draconic, Undercommon

Challenge 9 (5,000 XP) **Proficiency Bonus** +4

Magic Resistance. The drake has advantage on saving throws against spells and other magical effects.

Sunlight Sensitivity. While in sunlight, the drake has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Multiattack. The drake makes one Bite attack, two Claw attacks, and one Stinger attack.

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage.

Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft, one target. *Hit:* 12 (2d6 + 5) slashing damage.

Stinger. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage plus 7 (2d6) poison damage, and the target must succeed on a DC 16 Constitution saving throw or become poisoned for 1 minute. A poisoned creature must repeat the saving throw at the end of each of its turns. On a failure, the creature takes 7 (2d6) poison damage. On a success, the condition ends. When *animate dead* is cast on one or more creatures killed by this poison, the spellcaster requires no material components and can cast the spell as an action.

Enervating Breath (Recharge 5–6). The deep drake exhales pain-inducing, purple-black energy in a 90-foot line that is 5 feet wide. Each creature in the line must make a DC 16 Dexterity saving throw. On a failure, a creature takes 35 (10d6) necrotic damage and is stunned until the end of its next turn. On a success, a creature takes half the damage and isn't stunned.

Drake, Elder Shadow

A large dragon with black scales and shadowy wings emerges from the darkness. Its red eyes glare bright as coals, and it speaks in a deep monotone.

Solitary Lairs. They haunt dark and lonely places, such as deep caves, dense forests, shadowy ruins, and many wild locations in the Plane of Shadow. They are long-lived for drakes, often reaching 250 years of age, and mate rarely, abandoning their eggs shortly before hatching.

Fade Into Shadows. An elder shadow drake naturally fades from view in areas of dim light or darkness, becoming invisible until it attacks or is bathed in sunlight.

Elder Shadow Drake

Large Dragon, Chaotic Evil

Armor Class 16 (natural armor)

Hit Points 114 (12d10 + 48)

Speed 20 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	13 (+1)	18 (+4)	8 (−1)	9 (−1)	13 (+1)

Saving Throws Dex +4, Con +7, Cha +4

Skills Perception +5, Stealth +7

Damage Vulnerabilities radiant

Damage Immunities cold

Senses darkvision 120 ft., passive Perception 15

Languages Common, Draconic, Umbral

Challenge 7 (2,900 XP) **Proficiency Bonus** +3

Shadow Sight. The drake has advantage on Wisdom (Perception) checks made while in dim light or darkness, and magical darkness doesn't impede the drake's darkvision.

Actions

Multiattack. The elder shadow drake makes one Bite attack and two Tail Slap attacks.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage.

Tail Slap. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage.

Invisibility. The drake magically turns invisible until it attacks, uses Shadow Step, or starts its turn in sunlight, or until its concentration ends (as if concentrating on a spell). Any equipment the drake wears or carries is invisible with it. The drake must be in dim light or darkness to use this action.

Stygian Breath (Recharge 5–6). The elder shadow drake spits a ball of black liquid on a point the dragon can see within 60 feet of it. The ball bursts into a 20-foot-radius sphere of black mist centered on that point for 1 minute. Each creature in the mist when it appears must make a DC 15 Constitution saving throw, taking 42 (12d6) cold damage on a failed save, or half as much damage on a successful one. The mist spreads around corners, and its area is magical darkness. No natural light can illuminate the mist. If any of the mist overlaps with an area of light created by a spell of 1st level or lower, the spell creating the light is dispelled.

Bonus Actions

Shadow Step. The drake teleports, along with any equipment it is wearing or carrying, up to 60 feet to an unoccupied space it can see. The origin and destination spaces must be in dim light or darkness.

Drake, Paper

With its sharp angles and translucent skin, this draconic creature looks as if it were carefully folded from a massive sheet of paper, including its razor-sharp claws and teeth.

Book and Map Erasers. These drakes originated in exotic lands far away, where paper is as common as parchment and vellum. They now inhabit wide stretches of the world, and they seem to have edited their origins out of history. Paper drakes are a bane to historians and spellcasters. They can erase ink and pigments, and they often do so for their own aesthetic purposes. They adore the possibility of a blank page, but they also sometimes erase ink selectively to make beautiful patterns in the remaining ink.

Correcting Errors. Some paper drakes have a compulsion to correct errors in text or speech, and in these cases their strange ability isn't a nuisance. Indeed, these paper drakes help scribes correct mistakes, update outdated text, or erase entire volumes so they can be hand-lettered again with different text.

Tattoo Magicians. Paper drakes are sometimes subjected to strange magical rituals in which wizards tattoo powerful runes and symbols onto their skin. Those who survive this process gain even stranger, esoteric abilities, such as the ability to "stamp" text or images with their feet, the ability to make illustrations move as if alive, or even the ability to erase the memory of written words from a person's mind, much as they erase text from a page. In their regular form, paper drakes reach just over four feet in length and weight around 30 pounds. They are usually white or tan but develop a brown or yellow tone as they age.

Paper Drake

Small Dragon, Neutral

Armor Class 13

Hit Points 78 (12d6 + 36)

Speed 20 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
7 (−2)	17 (+3)	16 (+3)	10 (+0)	12 (+1)	13 (+1)

Senses darkvision 60 ft., passive Perception 11

Languages Common, Draconic

Challenge 2 (450 XP) **Proficiency Bonus** +2

Bibliophile. The paper drake understands any written language it can see, provided it is touching the surface on which the words are written.

False Appearance (Book Form Only). While the drake remains motionless, it is indistinguishable from an ordinary book.

Actions

Multiattack. The drake makes one Bite attack and one Claw attack, or it makes two Book Flap attacks.

Bite (Dragon Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage.

Book Flap (Book Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage, and the drake can fly up to 15 feet without provoking opportunity attacks, as it flaps its pages.

Claw (Dragon Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) slashing damage.

Shredded Breath (Dragon Form Only; Recharge 5–6). The drake exhales sharp shreds of paper in a 15-foot cone. Each creature in the area must make a DC 13 Dexterity saving throw. On a failure, a creature takes 10 (4d4) slashing damage and is blinded until the end of its next turn. On a success, a creature takes half the damage and isn't blinded.

Bonus Actions

Fold. The paper drake can fold and reshape its papery body to change its size between Tiny, Small, and Medium. It can also use this bonus action to fold itself into the shape of a book, which doesn't have wings, or back into its Small form. Without wings, it loses its flying speed. Its statistics, other than its size and speed, are the same in each form. It reverts to its Small form if it dies.

Drake, Rust

This rust-covered dragon could easily be mistaken for a pile of scrap metal.

Shedding Rust. Aside from fangs and claws like iron spikes, this dragon-like creature seems to be nothing more than a collection of rust. Each beating of its wings brings a shower of flakes.

Warped Metallics. Many sages claim that rust dragons are a perversion of nature's order obtained either by the corruption of a metallic dragon's egg or the transformation of such a dragon by way of a ritual. Others disagree and propose another theory about a malady that affects the skin of young metallic dragons and ferrous drakes alike. So far, no one has discovered the truth about their origins.

Filthy Scrap Metal Eaters. These foul creatures feed on rust and are known as disease carriers.

Rust Drake

Medium Dragon, Chaotic Evil

Armor Class 17 (natural armor)

Hit Points 161 (19d8 + 76)

Speed 30 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	19 (+4)	12 (+1)	8 (−1)	8 (−1)

Skills Perception +5, Stealth +5

Damage Vulnerabilities acid

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 15

Languages Common, Draconic

Challenge 8 (3,900 XP) **Proficiency Bonus** +3

Rust Drake Lockjaw. A creature infected with this disease manifests symptoms 1d4 days after infection, which include painful muscle spasms, particularly in the jaw. At the end of each long rest, the infected creature must succeed on a DC 15 Constitution saving throw or be paralyzed for 1 hour and have its Dexterity score reduced by 1d4. This reduction lasts until the disease is cured. If the disease reduces the creature's Dexterity to 0, the creature dies. A creature that succeeds on two saving throws recovers from the disease.

Actions

Multiattack. The drake makes one Bite attack and two Tail Swipe attacks.

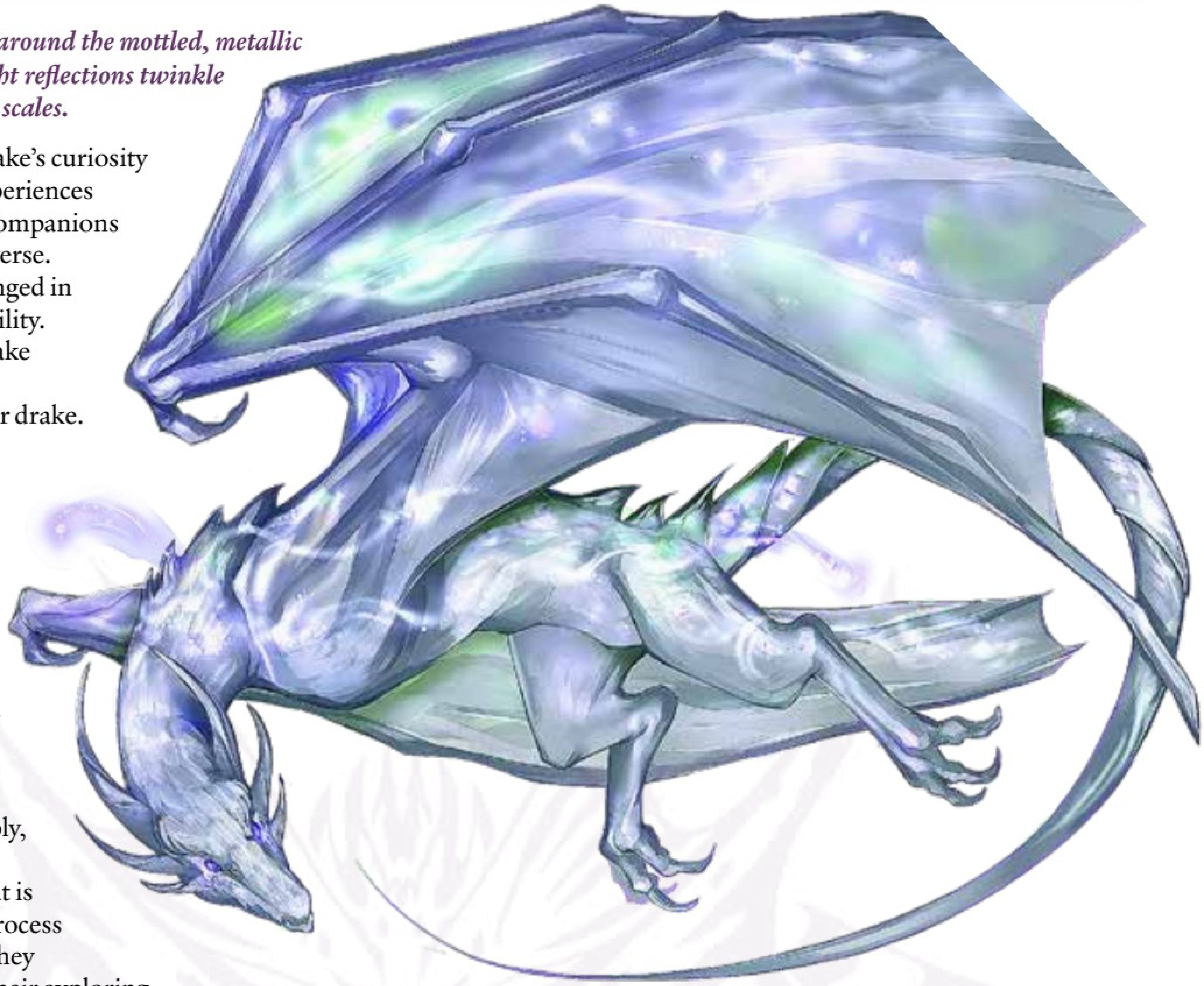
Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 18 (3d8 + 5) piercing damage, and the target must succeed on a DC 15 Constitution save or contract the *rust drake lockjaw* disease (see the Rust Drake Lockjaw trait).

Tail Swipe. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage.

Vomit Scrap (Recharge 5–6). The rust drake vomits forth a 15-foot cone of rusted metal. Each creature in the area must make a DC 15 Dexterity saving throw, taking 22 (5d8) slashing damage and 22 (5d8) poison damage on a failed save, or half as much damage on a successful one. In addition, each creature that failed the saving throw must succeed on a DC 15 Constitution saving throw or contract the *rust drake lockjaw* disease (see the Rust Drake Lockjaw trait).

Drake, Star

Twinkling motes of light move around the mottled, metallic scales of this dragon's body. Light reflections twinkle like starlight across its metallic scales.



Returned Travelers. A drake's curiosity sometimes drives it to seek experiences beyond its plane, and it finds companions with which it travels the multiverse. Such drakes return clearly changed in appearance, demeanor, and ability. Regardless of which type of drake embarked on the journey, the creature always returns as a star drake.

Mortal Protectors. Star drakes consider themselves protectors of the Material Plane. They view those from other planes as meddlers in the affairs of humanoid races, regarding fiends and celestials as equally threatening. Star drakes might negotiate with, drive off, or destroy such meddlers.

Unlikely Allies. Inexplicably, planewatchers (see page 293) can recognize when a drake that is exploring the planes is in the process of becoming a star drake, and they typically leave these drakes to their exploring. After a drake's metamorphosis, planewatchers often aid the drake, seeing it as a sort of kindred spirit.

Star Drake

Large Dragon, Neutral

Armor Class 19 (natural armor)

Hit Points 189 (18d10 + 90)

Speed 40 ft., fly 100 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	17 (+3)	21 (+5)	16 (+3)	24 (+7)	20 (+5)

Saving Throws Dex +8, Con +10, Wis +12, Cha +10

Skills Arcana +8, History +8, Insight +12, Perception +12, Religion +8

Damage Immunities cold, fire; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities blinded, charmed, frightened, paralyzed

Senses truesight 120 ft., passive Perception 22

Languages Abyssal, Celestial, Common, Draconic, Infernal, Primordial

Challenge 15 (13,000 XP) **Proficiency Bonus** +5

Magic Resistance. The drake has advantage on saving throws against spells and other magical effects.

Nimbus of Swirling Stars. At the start of each of the drake's turns, each creature within 10 feet of it and that can see it must succeed on a DC 18 Constitution saving throw or be incapacitated until the end of its next turn.

Planar Weapons. The drake's weapon attacks are magical. When it hits with any weapon, the weapon deals an extra 4d8 force damage (included in the attack).

Actions

Multiattack. The drake makes one Bite attack and two Claw attacks, or it makes four Searing Star attacks. If two Searing Star attacks hit one creature, that creature must succeed on a DC 18 Constitution saving throw or be blinded until the end of its next turn.

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage plus 18 (4d8) force damage.

Claw. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage plus 18 (4d8) force damage.

Searing Star. *Ranged Spell Attack:* +12 to hit, range 120 ft., one target. *Hit:* 14 (2d6 + 7) radiant damage plus 9 (2d8) force damage.

Planar Traveler. The star drake can transport itself to a different plane of existence. This works like the *plane shift* spell, except the drake can affect only itself and can't use this action to banish an unwilling creature to another plane.

Plane-Altered Breath (Recharge 5–6). The drake exhales raw magic in a 60-foot cone. Each creature in that area must make a DC 18 Dexterity saving throw, taking 55 (10d10) force damage on a failed save, or half as much damage on a successful one.

Drakon

These winged snakes are coastal beasts and sometimes confused with true dragons or wyverns. They are neither, but quite deadly in their own right.

Searing Acid and Dissolving Gaze. The gaze of these winged snakes can paralyze and dissolve their victims. Drakon fangs do not deliver venom; volatile acid constantly burbles up from a drakon's stomach and enhances its attacks. A caustic drool clings to creatures they bite, and drakons can also belch clouds of searing vapor. Their lairs reek with acidic vapors and droplets of searing liquid.

Coastal Beasts. Drakons lair along warm, largely uninhabited coasts, where they explore the shores and the coastal shelf, spending as much time above the waves as under them. Fortunately, they rarely travel far inland.

Drakon

Large Dragon, Unaligned

Armor Class 16 (natural armor)

Hit Points 105 (14d10 + 28)

Speed 30 ft., fly 60 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	19 (+4)	15 (+2)	2 (−4)	12 (+1)	10 (+0)

Skills Perception +4, Stealth +7

Damage Resistances acid

Condition Immunities paralyzed

Senses darkvision 60 ft., passive Perception 14

Languages —

Challenge 5 (1,800 XP)

Proficiency Bonus +3

Amphibious. The drakon can breathe air and water.

Dissolving Gaze. When a creature that can see the drakon's eyes starts its turn within 30 feet of the drakon, the drakon can force it to make a DC 13 Constitution saving throw if the drakon isn't incapacitated and can see the creature. On a failed save, the creature takes 3 (1d6) acid damage, its hp maximum is reduced by an amount equal to the acid damage it takes, and it is paralyzed until the start of its next turn. This reduction lasts until the creature finishes a long rest. The creature dies if this effect reduces its hp maximum to 0.

Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it can't see the drakon until the start of its next turn, when it can avert its eyes again. If the creature looks at the drakon in the meantime, it must immediately make the save.

Actions

Multiattack. The drakon makes one Bite attack and one Tail attack.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage plus 10 (4d4) acid damage.

Tail. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage.

Acid Breath (Recharge 5–6). The drakon exhales acidic vapors in a 15-foot cone. Each creature in that area must make a DC 13 Constitution saving throw, taking 28 (8d6) acid damage on a failed save, or half as much damage on a successful one.

Dream Eater

This tattered skeletal humanoid resembles a monster from a nightmare with vestigial skeletal wings with a few feathers, small horns, sharp teeth, and cloven hooves.

Drawn to Sin. Dream eaters are dedicated to lust, gluttony, and greed. They make their lairs in casinos, brothels, thieves' dens, and other locations where gambling, food, and other pleasures are readily available. Sometimes dream eaters work together to create such a place, especially near large towns or cities. Some band together to create traveling shows, offering all the oddities, whimsies, and flights of fantasy customary for such entertainers.

Devouring Hopes. Dream eaters lure people into their lairs, enticing them with promises of pleasure or wealth. Of course, they make sure the odds are stacked in their favor. Eventually, their victims are left with nothing. Worse than the loss of physical treasures, dream eaters leave their victims stripped of hopes and aspirations. Dream eaters feed on emotions, leaving helpless thralls willing to sell their souls for their vices.

Dream Eater

Medium Fiend, Lawful Evil

Armor Class 15 (natural armor)

Hit Points 75 (10d8 + 30)

Speed 30 ft., fly 20 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	18 (+4)	17 (+3)	16 (+3)	13 (+1)	20 (+5)

Skills Deception +8, Insight +4, Persuasion +8

Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 11

Languages Abyssal, Celestial, Common, Infernal, telepathy 120 ft.

Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Dream Eater's Caress. A creature that starts its turn grappled by the dream eater must succeed on a DC 14 Charisma saving throw or take 5 (2d4) psychic damage. The dream eater gains temporary hp equal to the psychic damage dealt.

Actions

Multiattack. The dream eater uses its Lotus Scent. It then makes one Bite attack and one Claw attack.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage, and the target is grappled (escape DC 14) if it is a Large or smaller creature. Until this grapple ends, the creature is restrained. The dream eater has two claws, each of which can grapple only one target.

Lotus Scent. The dream eater secretes an oily chemical that most creatures find intoxicating. Each creature that isn't a Construct or Undead within 15 feet of the dream eater must succeed on a DC 14 Constitution saving throw or be poisoned for 1 minute. While poisoned, the creature is charmed by the fiend. A poisoned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dream eater's Lotus Scent for the next 24 hours.

Waking Dreams (Recharge 5–6). Each creature within 20 feet of the dream eater must make a DC 14 Charisma saving throw. On a failure, a creature takes 21 (6d6) psychic damage and is incapacitated for 1 minute. When it moves, an incapacitated creature moves in a random direction. On a success, a creature takes half the damage and isn't incapacitated. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Bonus Actions

Change Shape. The dream eater magically transforms into a Small or Medium humanoid it has seen, or back into its true form, which is a Fiend. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying transforms with it. It reverts to its true form if it dies.

Drowned Maiden

A drowned woman floating in the water, her long hair drifting around her, suddenly rises!Her hair strikes out like dozens of watery snakes.

Raging Romantics. Drowned maidens are piteous, but terrifying, undead. They are created when a woman dies in water due to a doomed romance, often from unrequited love or drowned by a philandering partner. Either way, the drowned maiden awakens from death, seeking vengeance. Even as she dishes out retribution, a drowned maiden anguishes over her tragic fate.

Beckoning for Help. The maiden lurks in the silent depths where she died—usually deserted docks, bridges, or coastal cliffs. She waits to pull the living to the same watery grave in which she is now condemned. Using her ability to disguise herself as a living person, she silently beckons victims from afar, acting as if in danger of drowning. When a victim is within range, the maiden uses her hair to pull her victim close enough to drain its strength with a magical kiss. Victims soon weaken and drown. The victim's final vision is the drowned maiden's tearful lament over the loss of life.

Death to Betrayers. Desperate individuals may bargain with drowned maidens. Sometimes maidens release pleading victims who promise to return to her lair with the person who caused the maiden's death. Embracing and drowning her betrayer releases the maiden from undeath.

DROWNED MAIDEN

Medium Undead, Neutral Evil

Armor Class 15 (natural armor)

Hit Points 90 (20d8)

Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	10 (+0)	10 (+0)	12 (+1)	18 (+4)

Saving Throws Dex +6, Cha +7

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses darkvision 60 ft., passive Perception 11

Languages Common

Challenge 5 (1,800 XP) **Proficiency Bonus** +3

ACTIONS

Multiattack. The drowned maiden makes three Hair attacks. She can replace one attack with a use of Draining Kiss.

Hair. *Melee Weapon Attack:* +6 to hit, reach 20 ft., one target. *Hit:* 12 (2d8 + 3) slashing damage, and the target is grappled (escape DC 16) if it is a Large or smaller creature. She can grapple up to three creatures at a time. The hair holding a creature can be attacked and destroyed (AC 15; 15 hp; immunity to necrotic, poison, and psychic damage).

Draining Kiss. One creature within 5 feet of the maiden and that she is grappling must make a DC 15 Charisma saving throw. On a failure, the target takes 10 (3d6) psychic damage, and its Strength is reduced by 1d6. On a success, the target takes half the damage, and its Strength isn't reduced. This reduction lasts until the target finishes a long rest. The target dies if its Strength is reduced to 0.

Illusory Appearance. The maiden covers herself and anything she is wearing or carrying with a magical illusion that makes her look like another creature of her general size and Humanoid shape. The illusion ends if the maiden takes a bonus action to end it or if she dies. The changes wrought by this effect fail to hold up to physical inspection. Otherwise, a creature must take an action to visually inspect the illusion and succeed on a DC 15 Intelligence (Investigation) check to discern that the maiden is disguised.

BONUS ACTIONS

Reel. The drowned maiden pulls each creature grappled by her up to 15 feet straight toward her.

Dryad, Duskthorn

This striking woman with obvious fey features and skin the color of slate sits in the shade of an ancient, vine-wrapped tree. Clothed in vines and leaves, she is almost indistinguishable from the tree.

Creeper Vine Spirits. Duskthorn dryads are spirits tied to thorn-bearing creeper vines. They seek out dead trees as homes for their vines. They can travel through trees to escape their foes but must stay near their vines.

Grove Guardians. Duskthorn dryads use their vines and the plants in their glades to defend themselves. They often call on the aid of forest animals and children of the briar (see page 55). Occasionally, a circle of duskthorn dryads work together to call on the aid of an enormously strong vine troll skeleton (see page 330) to protect their grove.

Duskthorn Dryad

Medium Fey, Chaotic Neutral

Armor Class 17 (natural armor)

Hit Points 77 (14d8 + 14)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	20 (+5)	13 (+1)	14 (+2)	15 (+2)	24 (+7)

Saving Throws Con +3, Wis +4

Skills Animal Handling +4, Deception +9, Nature +6, Perception +4, Persuasion +9, Stealth +7

Senses darkvision 60 ft., passive Perception 14

Languages Common, Elvish, Sylvan, Umbral

Challenge 3 (700 XP) **Proficiency Bonus** +2

Magic Resistance. The dryad has advantage on saving throws against spells and other magical effects.

Speak with Beasts and Plants. The dryad can communicate with beasts and plants as if they shared a language.

Tree Stride. Once on her turn, the dryad can use 10 feet of her movement to step magically into one dead tree within her reach and emerge from a second dead tree within 60 feet of the first tree, appearing in an unoccupied space within 5 feet of the second tree. Both trees must be Large or bigger.

Actions

Multiattack. The duskthorn dryad makes two Thorned Slam or Thorn attacks.

Thorned Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage.

Thorn. *Ranged Weapon Attack:* +7 to hit, range 80/320 ft., one target. *Hit:* 10 (2d4 + 5) piercing damage.

Children of the Forest (1/Day). The dryad magically calls 1d4 boars, constrictor snakes, or wolves, or it calls 1 child of the briar. The called creatures arrive in 1d4 rounds, acting as allies of the dryad and obeying her spoken commands. The creatures remain for 1 hour, until the dryad dies, or until the dryad dismisses them as a bonus action.

Spellcasting. The dryad casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 17):

At will: *druidcraft*

3/day each: *charm person*, *entangle*, *invisibility*

1/day each: *barkskin*, *spike growth*, *suggestion*

Duskthorn Dryads in Midgard

These dryads are commonly found near the ruins of Thorn, in the Arbonesse Forest, and in the Shadow Realms. They are close friends to the darker fey and are thought by some to be created from ordinary dryads drawn into the corruption of the Shadow Realm. Certainly, their mastery of the shadowy Umbral language shows their close ties to this darker world.

Dullahan

The black horse strides out of the shadows with its nostrils huffing steam. Its rider, swathed in black leather, raises its arm to reveal not a lantern but its own severed, grinning head.

Though it appears to be a headless rider astride a black horse, the dullahan is a single creature. The fey spirit takes the shape of a horse rider holding its own head aloft like a lantern, or (more rarely) the form of an ogre cradling its head in one arm.

Harbingers of Death. Hailing from the darkest of fey courts, the dullahan are macabre creatures that walk hand in hand with death. They sometimes serve powerful fey lords and ladies, riding far and wide in the capacity of a herald, bard, or ambassador. More often than not they carry doom to a wretch who roused their lord's ire.

Dullahan

Large Fey, Lawful Evil

Armor Class 17 (natural armor)

Hit Points 178 (17d10 + 85)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	18 (+4)	20 (+5)	13 (+1)	15 (+2)	17 (+3)

Skills Intimidation +7, Perception +6, Persuasion +7, Survival +6

Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical attacks

Damage Immunities necrotic

Condition Immunities charmed, exhaustion, frightened

Senses truesight 60 ft., passive Perception 16

Languages Common, Elvish, Sylvan

Challenge 11 (7,200 XP) **Proficiency Bonus** +4

Baleful Glare. When a creature that can see the eyes of the dullahan's severed head starts its turn within 30 feet of the dullahan, the dullahan can force it to make a DC 17 Wisdom saving throw if the dullahan isn't incapacitated and can see the creature. On a failed save, the creature is frightened until the start of its next turn. While frightened in this way, the creature must take the Dash action and move away from the dullahan by the safest available route. A doomed creature that fails this saving throw is restrained while frightened instead.

Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it can't see the dullahan until the start of its next turn, when it can avert its eyes again. If the creature looks at the dullahan in the meantime, it must immediately make the save.

Relentless Advance. Moving through difficult terrain doesn't cost the dullahan extra movement, and the dullahan can move across the surface of water as if it were harmless, solid ground.

Relentless Nature. The dullahan doesn't require food, drink, or sleep.

Actions

Multiattack. The dullahan makes three Spine Whip or Necrotic Bolt attacks. It can replace one attack with a use of Seal the Doom.

Spine Whip. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage plus 10 (3d6) necrotic damage. If the target is a creature, it must succeed on a DC 17 Constitution saving throw or fall prone as it is wracked with pain.

Necrotic Bolt. *Ranged Spell Attack:* +7 to hit, range 120 ft., one target. *Hit:* 21 (4d8 + 3) necrotic damage.

Seal the Doom. The dullahan points at a creature doomed by Deathly Doom within 40 feet of it that it can see. The creature must make a DC 17 Constitution saving throw. On a failure, the target immediately drops to 0 hp if it is below half its hp maximum. On a success, the target is immune to the dullahan's Seal the Doom for the next 24 hours.

Bonus Actions

Deathly Doom. The dullahan magically dooms a creature for 1 hour. It can have only one creature doomed at a time. If it dooms another, the effect on the previous target ends. The dullahan knows the direction to the doomed creature as long as both are on the same plane of existence.

Eala

This swanlike creature's feathers are made of shining metal. When it inhales, the feathers on its chest glow red hot.

Eala are beautiful but deadly creatures native to the Plane of Shadow. They grow feathers like their Material Plane counterparts, but their feathers are made of gleaming, razor-sharp metal.

Metallic Diet. Eala plumage displays a stunning mixture of metallic colors, which vary depending on their diet. An eala uses its fire breath to melt metals with low melting points such as gold, silver, lead, copper, and bronze. The eala consumes the molten metal, some of which migrates into the creature's deadly feathers. Eala that display primarily or entirely a single color are highly prized among some nobility.

Eala

Small Monstrosity, Unaligned

Armor Class 15 (natural armor)

Hit Points 40 (9d6 + 9)

Speed 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	12 (+1)	2 (−4)	12 (+1)	16 (+3)

Saving Throws Dex +5

Damage Immunities fire

Senses darkvision 60 ft., passive Perception 11

Languages —

Challenge 2 (450 XP) **Proficiency Bonus** +2

Actions

Multiattack. The eala makes two Wing Blades attacks.

Wing Blades. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage.

Fire Breath (Recharge 5–6). The eala breathes fire in a 15-foot cone. Each creature in the area must make a DC 13 Dexterity saving throw, taking 10 (3d6) fire damage on a failed save, or half as much damage on a successful one. The eala's fire breath ignites flammable objects and melts soft metals, such as gold and lead, in the area that aren't being worn or carried.

Reactions

Swan Song. When the eala is reduced to 0 hp, it can use its last breath to sing a plaintive and beautiful melody. Each creature within 20 feet of it that can hear the eala must succeed on a DC 13 Charisma saving throw or be incapacitated until the end of its next turn. While incapacitated, the creature's speed is reduced to 0.

Eala in Midgard

Eala are favorites of Sarastra, the Queen of Night and Magic and a ruler of the shadow fey. She is partial to jet black eala, and all such specimens are brought to her flock at the Winter Palace. Those who bring her such birds are rewarded with a magical dagger and the title and status of "Honored Eala Catcher," or "Lord or Lady of Black Feathers" for those who bring her several.

Eater of Dust

This terrible creature resembles an imposing knight wearing baroque plate armor made of calcified resin. Its helm is a blank gray oval without eye slots or mouthpiece, and one of its arms ends in a slavering, fanged mouth.

Eaters of dust can consume just about anything with their horrible maw-arms, but they prefer the flesh and souls of mortals. This ability to sustain themselves on almost anything, even on dust and soil, earned them their current name, given by the fiends that employ them, after their original name was long forgotten. A typical eater of dust is 7 feet tall and weighs more than 350 pounds. While an eater of dust cannot speak, it can telepathically communicate.

Mercenary Companies. Eaters of dust—or *yakat-shi* as they are sometimes called in ancient planar texts—roam the lower planes selling their services to arch-devils, demon lords, and other fiendish rulers for the chance to sample new flavors and morsels. Eaters of dust feel only contempt for most other life forms. They attack and eat their non-eater allies at the first sign of weakness. Because of this, eaters of dust often operate in small, deadly units of eaters led by a powerful leader, styled the *yakat-norog*.

Armor Shell. While many sages confuse eaters of dust for some obscure variety of fiend, they are aberrations escaped from a far-flung dimension of madness and nightmares. Indeed, their armor is not armor at all, but a secreted resin that hardens into a shell as strong as steel. When cracked, it exudes a nacreous blood, and the resulting scar resembles mother-of-pearl. Some old eaters are covered in intricate networks of shimmering scars.

Eater of Dust

Medium Aberration, Neutral Evil

Armor Class 17 (natural armor)

Hit Points 114 (12d8 + 60)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	20 (+5)	10 (+0)	15 (+2)	17 (+3)

Saving Throws Str +9, Con +9, Cha +7

Skills Athletics +9, Intimidate +7, Perception +6

Damage Resistances acid, cold; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities lightning, poison

Condition Immunities blinded, poisoned

Senses blindsight 120 ft. (blind beyond this radius), passive Perception 16

Languages understands Abyssal, Common, Infernal, and Void Speech but can't speak, telepathy 120 ft.

Challenge 9 (5,000 XP) **Proficiency Bonus** +4

Magic Maw. The eater of dust's Maw-Arm attacks are magical. When the eater hits with its Maw-Arm, the weapon deals an extra 3d8 necrotic damage (included in the attack).

Regeneration. The eater of dust regains 5 hp at the start of its turn. If it takes fire damage, this trait doesn't function at the start of eater's next turn. The eater dies only if it starts its turn with 0 hp and doesn't regenerate.

Actions

Multiattack. The eater of dust makes one Maw-Arm attack and two Necrotic Blast attacks, or it makes three Necrotic Blast attacks.

Maw-Arm. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage plus 13 (3d8) necrotic damage, and the target must succeed on a DC 17 Constitution saving throw or its hp maximum is reduced by amount equal to the necrotic damage taken, and the eater regains hp equal to that amount. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hp maximum to 0.

Necrotic Burst. *Melee or Ranged Spell Attack:* +7 to hit, reach 5 ft. or range 60 ft., one target. *Hit:* 16 (3d8 + 3) necrotic damage.

Bonus Actions

Hungry Step. The eater of dust magically teleports, along with any equipment it is wearing or carrying, up to 60 feet to an unoccupied space within 10 feet of a creature that isn't a Construct or Undead.

Edimmu

An evil wind swirls out of the desert, parching those it touches and whispering evil plans.

Bitter Exiles. Desert and plains tribes often exile their criminals to wander as outcasts. A banished criminal who dies of thirst sometimes rises as an edimmu, a hateful undead that blames all sentient living beings for its fate.

Rise Again. Unless its body is found and given a proper burial, an edimmu is nearly impossible to destroy. Edimmus rarely venture more than a mile from their remains, but they sometimes follow prey they have cursed to seal the creature's fate. Once that creature is slain, they return to the site of their demise.

EDIMMU

Medium Undead, Chaotic Evil

Armor Class 15 (natural armor)

Hit Points 75 (10d8 + 30)

Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (−5)	19 (+4)	16 (+3)	12 (+1)	18 (+4)	13 (+1)

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, grappled, frightened, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 14

Languages understands Common but can't speak

Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Incorporeal Movement. The edimmu can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Rejuvenation. If destroyed, an edimmu rises again in 2d4 days, regaining all its hp and becoming active again. When the edimmu rises, it appears within 5 feet of its remains. Only burying its mortal remains in consecrated or hallowed ground prevents this trait from functioning.

Undead Nature. The edimmu doesn't require air, food, drink, or sleep.

Water Siphon. The edimmu has advantage on attack rolls against creatures made of or gaining power from magical water, such as water elementals, water jinnborn, water genies, and sorcerers with water-based origins. In addition, such creatures have disadvantage on the saving throw against the edimmu's Draining Touch and Multiattack.

ACTIONS

Multiattack. The edimmu makes two Draining Touch attacks. If both attacks hit one creature that isn't a Construct or Undead, the target must succeed on a DC 14 Constitution saving throw or suffer one level of exhaustion. A creature that fails this saving throw by 5 or more is also stunned until the end of its next turn.

Draining Touch. *Melee Spell Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 13 (2d8 + 4) necrotic damage, and the target must succeed on a DC 14 Constitution saving throw or its hp maximum is reduced by an amount equal to the damage taken. This reduction lasts until the creature finishes a long rest after drinking 1 pint of water. The target dies if this effect reduces its hp maximum to 0.

Eel Hound

The grotesque beast has the muscular tail, bulbous head, and rubbery, slime-covered flesh of an eel. Its torso and webbed paws resemble those of a misshapen canine, while needle-sharp teeth fill its menacing jaws.

Hounds of the River Fey. Ferocious aquatic fey, these amphibious menaces often serve lake trolls (see page 370), lorelei (see page 258), green hags, and other watery fey and giants. Predatory beasts as dangerous on land as they are in the water, the have a capricious cruelty. Few creatures beyond the fey appreciate eel hounds' lithe power and cruel grace, instead noting only their grotesque form and unnerving savagery.

Slippery Ambushers. Eel hounds are ambush predators, hiding among the muck and algae of riverbanks, bursting out as a pack. Possessed of a low cunning, they prepare ambushes by vomiting their slippery spittle where land animals come to drink or along game trails. Then they surge from the water to snatch the off-balance prey. They surround targets, latching on with their powerful jaws, and then drag non-aquatic prey into the depths to drown or force aquatic prey onto land to suffocate.

Fey Water Hounds. Eel hounds understand Sylvan, and those dwelling near humans or other races pick up a few words in other tongues.

Eel Hound

Medium Fey, Neutral

Armor Class 14 (natural armor)

Hit Points 77 (14d8 + 14)

Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	13 (+1)	6 (−2)	13 (+1)	16 (+3)

Skills Perception +3, Stealth +5

Senses darkvision 60 ft., passive Perception 13

Languages understands Sylvan but can't speak

Challenge 2 (450 XP) **Proficiency Bonus** +2

Amphibious. The eel hound can breathe air and water.

Pack Tactics. The eel hound has advantage on attack rolls against a creature if at least one of the hound's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage, and the target is grappled (escape DC 14). Until this grapple ends, the creature is restrained, and the hound can't Bite another target.

Slick Spittle. The eel hound covers the ground in a 5-foot square centered on a point it can see within 10 feet of it with its slippery spittle. Each creature standing in that area must succeed on a DC 13 Dexterity saving throw or fall prone. A creature that enters the area or ends its turn there must also succeed on a DC 13 Dexterity saving throw or fall prone. The spittle remains on the ground for 1 minute.

Bonus Actions

Water Step. The eel hound teleports, along with any equipment it is wearing or carrying, up to 30 feet to an unoccupied space it can see. The origin and destination spaces must contain enough water to partially submerge the hound.

Einherjar

A line of stout, bearded warriors with golden auras stand ready, adorned in chain mail and carrying battle axes and oaken shields. Their badges and symbols are all different, and no two have the same braided pattern in their beards.

The einherjar are great warriors chosen by the valkyries (see page 379). They eat and drink their fill of boar and mead each night, then spend their days preparing for Ragnarok. Some of this is combat training, and other portions are raids against the giants fighting the gods. Regardless of how often they are slain, the einherjar reappear each morning in Odin's hall, leaving them without fear of death.

Defenders of the Mortal World. Occasionally, ravenfolk (see page 304) guide a troop of einherjar against some of Loki's minions on the Material Plane. These raids are often small battles that further delay the inevitable rise of the world serpent and its many evil spawn. They fight against giants, demons, lindwurms (see page 255), and other evil creatures, but the einherjar themselves are not exactly saintly. They can drink and carouse with the loudest and most boastful of humanoids. Though otherworldly and servants of Odin, einherjar are very humanlike, if somewhat larger than life.

Fear Dragons. The einherjar are superstitiously fearful of dragons and dragonkin, the distant progeny of the world serpent.

Never Speak to the Living. In theory, the einherjar are forbidden from speaking with the living: they must pass their words through a valkyrie, ratatosk (see page 301), ravenfolk, or one of the other races allied with Odin. In practice, this rule is often flouted, though if Loki's servants notice it, they can dismiss any einherjar back to Valhalla for a day.

Einherjar

Medium Humanoid, Chaotic Neutral

Armor Class 18 (chain mail, shield)

Hit Points 119 (14d8 + 56)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	19 (+4)	10 (+0)	14 (+2)	11 (+0)

Skills Animal Handling +5, Intimidation +6, Perception +5

Damage Resistances piercing from nonmagical attacks

Senses truesight 60 ft., passive Perception 15

Languages Celestial, Common

Challenge 7 (2,900 XP) **Proficiency Bonus** +3

Battle Frenzy. The einherjar has advantage on all attack rolls it makes while it is below 30 hp.

Fearsome Gaze. The stare of an einherjar is especially piercing to Humanoids. It has advantage on any Charisma (Intimidation) check it makes against a Humanoid.

Runic Weapons. The einherjar's weapon attacks are magical. When the einherjar hits with any weapon, the weapon deals an extra 3d8 radiant damage (included in the attack).

Actions

Multiattack. The einherjar makes two Battleaxe attacks, or it makes three Celestial Bolt attacks. It can replace one attack with Celestial Blessing, if available.

Battleaxe. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) slashing damage if used with two hands, plus 13 (3d8) radiant damage.

Celestial Bolt. *Ranged Spell Attack:* +5 to hit, range 60 ft., one target. *Hit:* 15 (3d8 + 2) radiant damage.

Celestial Blessing (Recharge 5–6). The einherjar calls on its celestial patrons for one of the following blessings:

- **Odin's Strength.** The einherjar roars a battle prayer to Odin. Each friendly creature within 60 feet of the einherjar and that can hear the prayer deals an extra 4 (1d8) radiant damage when it hits with any weapon. In addition, when an affected creature makes an attack roll, the creature can roll a d6 and add the number rolled to the attack roll.
- **Valkyries' Mercy.** The einherjar pleads for the assistance of the valkyries to save one friendly creature it can see within 60 feet of it that has been reduced to 0 hp. The creature regains 13 (3d8) hp. Once the einherjar has aided a creature with Valkyries' Mercy, it can't target that creature with Valkyries' Mercy again until the creature finishes a long rest.

Elemental Locus

The ground ripples and tears as rocks fall, jets of flame erupt, and howling winds rage around a rocky creature.

Spirit of the Land. Elemental loci are living spirits inhabiting or embodying tracts of land and geographical features. They are the ultimate personification of nature—the land itself come to life. They vary in size from small hills to entire ridge lines, with no discernible pattern to where they take root.

Stubborn Nature. Elemental loci are fiercely protective of their chosen location. They tolerate no interference in the natural order and challenge all who despoil the land, be they mortal, monster, or god.

Elemental Locus

Gargantuan Elemental, Neutral

Armor Class 16 (natural armor)

Hit Points 290 (20d20 + 80)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	1 (−5)	18 (+4)	10 (+0)	11 (+0)	11 (+0)

Saving Throws Int +6, Wis +6, Cha +6

Skills Nature +6, Perception +6

Damage Resistances bludgeoning, piercing, slashing

Damage Immunities acid, cold, fire, lightning, poison, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned, unconscious

Senses darkvision 120 ft., tremorsense 120 ft., passive Perception 16

Languages Primordial

Challenge 17 (18,000 XP) **Proficiency Bonus** +6

Elemental Nature. The elemental locus doesn't require air, food, drink, or sleep.

Immortal. If the elemental locus dies, it returns to life in 1d12 months, regaining all its hp and becoming active again. The new body appears in a space of the locus's choice within its bound land. Only a *wish* spell can prevent this trait from functioning.

Land Bound. The elemental locus is bound to an area of land or ocean no larger than 100 square miles. If it leaves this region, it loses its Spawn Elemental action. If it remains outside the region, it automatically teleports back to the center of this area after 24 hours, regardless of distance.

Magic Resistance. The elemental locus has advantage on saving throws against spells and other magical effects.

Siege Monster. The elemental locus deals double damage to objects and structures.

Unstoppable. Moving through difficult terrain doesn't cost the elemental locus extra movement, and its speed can't be reduced.

Actions

Multiattack. The elemental locus makes three Slam attacks. It can replace one attack with a use of Spawn Elemental.

Slam. *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. *Hit:* 31 (5d8 + 9) bludgeoning damage. If the target is a creature, it must succeed on a DC 18 Strength saving throw or be knocked prone.

Spawn Elemental. The elemental locus magically creates up to 2d6 mephits or 1 Elemental with a challenge rating of 5 or lower. The Elementals arrive at the start of the locus's next turn, acting as allies of the locus and obeying its spoken commands. The locus can create only Elementals that share an element with a terrain feature comprising at least 100,000 square feet of the locus's bound land. For example, a desert-bound locus can't create a water-based Elemental, unless its bound desert contains an oasis or other source of water around the size of a small pond.

The Elementals remain for 1 hour, until the locus dies, or until the locus dismisses them as a bonus action. The locus can have any number of Elementals under its control at one time, provided the combined total CR of the Elementals is no higher than 8.

Elemental Loci in Midgard

Among the Tamasheq, the elemental loci are cherished as minor deities, nearly as powerful as the Wind Lords themselves. The sorcerers of Kush have tried to capture and enslave loci for decades; thus far without success, but they grow bolder (and closer to their goal) with each attempt.

Elf, Shadow Fey

A gray-skinned elf steps out of the darkness itself. Its pair of onyx horns seems to absorb the light around it. It gives a friendly smile, revealing small fangs.

To most, the shadow fey are little more than a dancing shadow among the leaves. To savants, they are the creatures that taught the shadowdancers all they know—and kept many secrets to themselves. They were once elves like all others, dwelling in mortal lands beneath the sun. An ancient catastrophe drove them to darkness, and now they are creatures of the shadow. Though they can be found on the Material Plane, they are inextricably tied to the Plane of Shadow, and that is the seat of their power and culture. Their bond with darkness allows the shadow fey to slip through distant spaces, traversing darkness itself from one place to another.

Shadow Elves. Shadow fey superficially resemble other elves, but they're rarely mistaken for their light-bound cousins. Skin tones among the shadow fey range from alabaster white to ebony black, with shades of gray in between, but they otherwise lack color. A few have a scintillating shimmer to their skin. Many shadow fey grow horns that sweep out from their hair, varying in size from subtle nubs to obvious spikes. Others have shocking sets of teeth.

Dual Natured. The shadow fey are contradictory beings. They boast some of the best features of elves, tempered by aspects of a fouler nature. They can be deliberate and purposeful, but they're also given to perplexing whimsy. Mortal creatures trying to fathom shadow fey motivations are in for a maddening experience; they are often illogical, capricious, and seemingly thrive on annoying others.

Split Rulership. The Summer Court and Winter Court each rule the shadow fey in the appropriate season. The turning of these seasons follows no clear calendar or schedule, though it is skewed toward summer. The Queen of Night and Magic and the Moonlit King each claim dominion in turn, ruling over the Summer and Winter courts respectively.

Shadow Fey

Medium Humanoid (Elf), Lawful Evil

Armor Class 15 (chain shirt)

Hit Points 31 (7d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	10 (+0)	11 (+0)	11 (+0)	13 (+1)

Skills Arcana +2, Perception +2

Senses darkvision 60 ft., passive Perception 12

Languages Common, Elvish, Umbral

Challenge 1/4 (50 XP) **Proficiency Bonus** +2

Fey Ancestry. The shadow fey has advantage on saving throws against being charmed, and magic can't put it to sleep.

Sunlight Sensitivity. While in sunlight, the shadow fey has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Bonus Actions

Shadow Traveler (2/Day). While in shadows, dim light, or darkness, the shadow fey disappears into the darkness and reappears in an unoccupied space it can see within 30 feet. A tendril of inky smoke appears at the origin and destination when it uses this bonus action.

Elf, Shadow Fey Duelist

The pale-skinned elf wears a gleaming breastplate and tight-fitting clothing. He moves like the wind, evading blows with effortless skill. When he stops and smiles, his blade is slick with crimson.

Shadow fey duelists are elite warriors, often of noble lineage. Swift and sure beyond compare, duelists are often taller and more wiry than others of their kind. Their armor, clothing, and weapons are of exquisite make, fashioned from only the finest materials, as befits their station.

Deadly Nobles. A nobleman or woman of the shadow fey is not to be taken lightly—many courtiers or politicians are deadly with their slim blades, and they are known to distill virulent poisons. Often a skilled duelist serves as a champion for her liege, standing in the noble's stead in challenges or serving as an elite bodyguard.

Duelist

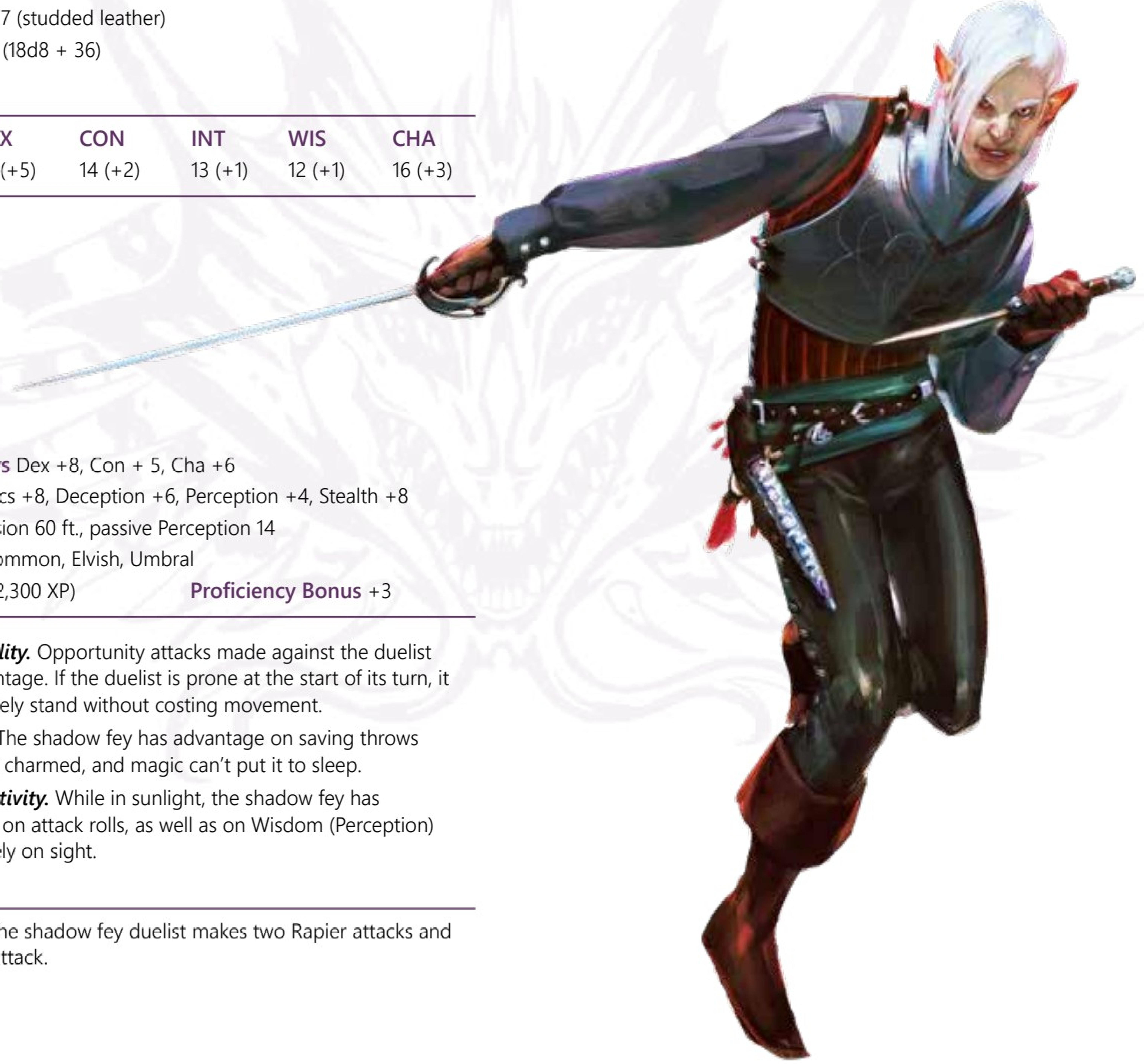
Medium Humanoid (Elf), Lawful Evil

Armor Class 17 (studded leather)

Hit Points 117 (18d8 + 36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	20 (+5)	14 (+2)	13 (+1)	12 (+1)	16 (+3)



Saving Throws Dex +8, Con + 5, Cha +6

Skills Acrobatics +8, Deception +6, Perception +4, Stealth +8

Senses darkvision 60 ft., passive Perception 14

Languages Common, Elvish, Umbral

Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Duelist's Mobility. Opportunity attacks made against the duelist have disadvantage. If the duelist is prone at the start of its turn, it can immediately stand without costing movement.

Fey Ancestry. The shadow fey has advantage on saving throws against being charmed, and magic can't put it to sleep.

Sunlight Sensitivity. While in sunlight, the shadow fey has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Multiattack. The shadow fey duelist makes two Rapier attacks and one Dagger attack.

Dagger. *Melee or Ranged Weapon Attack:* +8 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d4 + 5) piercing damage plus 14 (4d6) poison damage, and if the target is a creature, it must succeed on a DC 14 Constitution saving throw or become poisoned for 1 minute. A poisoned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Rapier. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage.

Bonus Actions

Shadow Traveler (3/Day). While in shadows, dim light, or darkness, the shadow fey disappears into the darkness and reappears in an unoccupied space it can see within 30 feet. A tendril of inky smoke appears at the origin and destination when it uses this bonus action.

Reactions

Parry. The shadow fey duelist adds 3 to its AC against one melee attack that would hit it. To do so, the duelist must see the attacker and be wielding a melee weapon.

Elf, Shadow Fey Enchantress

This ravishing shadow fey woman moves with alluring grace. Her voice rings like a bell, and in her hearing, worldly cares and sorrows melt away.

Beyond even great physical beauty, the sheer presence of a shadow fey enchantress can lay the most stalwart foes low. Almost universally female, Enchantresses are beautiful beyond compare.

Enchanting Shadows. Enchantresses are also powerful spellcasters who infuse their words and manner with the beguiling power of shadow to turn enemies against one another with a few words and a deadly smile. They augment the force of their minds with fey-wrought blades, infusing their weapons with power that shreds their victims' psyche as well as their flesh.

Enchantress

Medium Humanoid (Elf), Lawful Evil

Armor Class 16 (breastplate)

Hit Points 123 (19d8 + 38)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	14 (+2)	12 (+1)	17 (+3)	18 (+4)

Saving Throws Dex +5, Wis +6, Cha +7

Skills Arcana +4, Deception +7, Perception +6, Persuasion +7, Stealth +5

Senses darkvision 60 ft., passive Perception 16

Languages Common, Elvish, Umbral

Challenge 7 (2,900 XP) **Proficiency Bonus** +3

Fey Ancestry. The enchantress has advantage on saving throws against being charmed, and magic can't put her to sleep.

Phrenic Weapons. The enchantress's weapon attacks are magical. When she hits with any weapon, the weapon deals an extra 4d6 psychic damage (included in the attack).

Sunlight Sensitivity. While in sunlight, the shadow fey has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Multiattack. The shadow fey enchantress makes two Rapier attacks. She can replace one attack with a use of Spellcasting.

Rapier. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage plus 14 (4d6) psychic damage.

Shadow Bolt. *Ranged Spell Attack:* +7 to hit, range 120 ft., one target. *Hit:* 11 (2d6 + 4) cold damage plus 9 (2d8) necrotic damage.

Beguiling Whispers (Recharge 5–6). The enchantress speaks sweet words to a creature she can see within 60 feet of her and that can hear her. The creature must succeed on a DC 15 Charisma saving throw or be charmed for 1 minute. While charmed in this way, the creature has disadvantage on Wisdom and Charisma saving throws against spells cast by the enchantress.

Leadership (Recharges after a Short or Long Rest). For 1 minute, the enchantress can utter a special command or warning whenever a nonhostile creature that she can see within 30 feet of her makes an attack roll or a saving throw. The creature can add a d4 to its roll, provided it can hear and understand the enchantress. A creature can benefit from only one Leadership die at a time. This effect ends if the enchantress is incapacitated.

Spellcasting. The enchantress casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 15):

At will: *command*, *message*

3/day: *charm person*, *enthrall*, *fear*, *hold person*, *hypnotic pattern*

1/day: *confusion*, *dominate person*, *greater invisibility*, *hold monster*, *phantasmal killer*

Bonus Actions

Shadow Traveler (3/Day). While in shadows, dim light, or darkness, the shadow fey disappears into the darkness and reappears in an unoccupied space it can see within 30 feet. A tendril of inky smoke appears at the origin and destination when it uses this bonus action.

Elf, Shadow Fey Forest Hunter

The shadows flicker slightly, the only warning before a hail of arrows erupts from the concealed elf hidden in the gloom.

Dressed in exquisitely wrought mail and leather jerkins, forest hunters are even more lithe and graceful than most shadow fey.

Shadow Stalkers. Forest hunters roam the deep woods connected to the Plane of Shadow, as well as the forests' dark reflections within the Plane of Shadow. They are skilled trackers and stalkers, hunting animals and more dangerous game. Many forest hunters serve in the Wild Hunt. A hunter that has at one time ridden at the Lord of the Hunt's (see page 174) side is afforded great respect, even fear, because of the common belief that such a hunter can implore the Lord of the Hunt to notice an enemy.

Forest Hunter

Medium Humanoid (Elf), Lawful Evil

Armor Class 15 (chain shirt)

Hit Points 104 (19d8 + 19)

Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	12 (+1)	11 (+0)	12 (+1)	16 (+3)

Saving Throws Dex +7, Con +4, Cha +6

Skills Perception +4, Stealth +10, Survival +4

Senses darkvision 60 ft., passive Perception 14

Languages Common, Elvish, Umbral

Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Evasion. If the forest hunter is subjected to an effect that allows it to make a Dexterity saving throw to take only half the damage, the hunter instead takes no damage if it succeeds on the saving throw, and only half the damage if it fails.

Fey Ancestry. The shadow fey has advantage on saving throws against being charmed, and magic can't put it to sleep.

Forest and Urban Hunter. The forest hunter has advantage on Wisdom (Perception) and Wisdom (Survival) checks to find and track Beasts and Humanoids.

Charging Archer. If the forest hunter moves at least 10 feet straight toward a target after hitting the target with a Longbow attack, the forest hunter can make one Dagger attack against the target as a bonus action.

Sunlight Sensitivity. While in sunlight, the shadow fey has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Multiattack. The shadow fey makes two Dagger or Longbow attacks.

Dagger. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage plus 10 (3d6) poison damage.

Longbow. *Ranged Weapon Attack:* +7 to hit, range 150/600 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage plus 10 (3d6) poison damage.

Bonus Actions

Shadow Traveler (3/Day). While in shadows, dim light, or darkness, the shadow fey disappears into the darkness and reappears in an unoccupied space it can see within 30 feet. A tendril of inky smoke appears at the origin and destination when it uses this bonus action.

Elf, Shadow Fey Guardian

A hulking brute, this elvish figure towers over his fellows and wields massive weapons. Patches of his body are swallowed by inky blackness that writhes and crawls, and his eyes are hollow black pits.

Shadow fey guardians are massive creatures trained and bred for battle. They appear as massive versions of shadow fey, but the stuff of shadow corrupts them even more than their brethren, expanding their size and power to an ogreish strength. Patches of shadow swallow parts of their body and crawl about, revealing and obscuring more by inches at a time. They stand nearly 10 feet tall and weigh over 700 pounds.

Loyal Protectors. Guardians are fanatically loyal to their superiors. Employed as house guards or even personal bodyguards for important shadow fey, guardians are unshakable in their duty. The shadow reaches into their minds and souls, so that not even powerful magic can bend their hearts or break their resolve. Guardians are independent thinkers, but they discharge their duty with single-minded dedication.

Guardian

Large Humanoid (Elf), Neutral Evil

Armor Class 15 (chain shirt)

Hit Points 110 (13d10 + 39)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	16 (+3)	6 (−2)	14 (+2)	8 (−1)

Saving Throws Str +6, Con +5

Skills Athletics +6, Perception +4

Condition Immunities charmed, frightened

Senses darkvision 60 ft., passive Perception 14

Languages Common, Elvish, Umbral

Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Fey Ancestry. The shadow fey guardian has advantage on saving throws against being charmed, and magic can't put it to sleep.

Shadow's Vigil. The guardian has advantage on Wisdom (Perception) checks, and magical darkness doesn't impede the guardian's darkvision.

Sunlight Sensitivity. While in sunlight, the shadow fey has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Multiattack. The shadow fey guardian makes two Pike or Javelin attacks.

Pike. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage.

Javelin. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

Bonus Actions

Shadow Traveler (2/Day). While in shadows, dim light, or darkness, the shadow fey disappears into the darkness and reappears in an unoccupied space it can see within 30 feet. A tendril of inky smoke appears at the origin and destination when it uses this bonus action.

Reactions

Protective Interference. When a friendly creature the shadow fey guardian can see within 5 feet of it is the target of an attack, the guardian can impose disadvantage on the attack roll. To do so, the guardian must see the attacker and be wielding a melee weapon.

Emerald Eye

This floating, green crystal sparkles with an inviting glow above the head of a fallen figure.

Servants of Logic. Arcane scholars often debate logic with specially created speaking crystals that are based on their own minds, allowing them to ponder topics from different angles. Most scholars create the crystals to work through a puzzling topic, then dispel the crystal's magic once the topic has been resolved. Long-lived speaking crystals can develop personalities and sometimes abandon or even kill their creators, desiring more than debate. The magical backlash of breaking away from their creators transforms the crystals into emerald eyes.

Trapped Manipulators. Upon transforming, these floating, oval-shaped, pink or purple crystals turn a dark shade of green and gain powers of manipulation. They quickly discover that, though they broke from their creators, they must be bound to a creature to survive.

Shifting Goals. Each emerald eye's motivations are different, though all share a desire for knowledge and varied experiences. One may be purposeful, using its power to drive its bound creature toward some specific goal. Another might be cooperative, defending its bound creature in exchange for mobility. Still another might be a manipulator, using and abandoning bound creatures as it hops up a political power chain.

Emerald Eye

Tiny Construct, Neutral

Armor Class 14 (natural armor)

Hit Points 54 (12d4 + 24)

Speed 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
3 (−4)	15 (+2)	14 (+2)	18 (+4)	12 (+1)	16 (+3)

Saving Throws Dex +4, Con +4

Skills Arcana +6, Deception +5, History +6, Perception +3, Persuasion +5, Religion +6

Damage Resistances cold, fire, piercing

Damage Immunities poison, psychic

Condition Immunities blinded, deafened, charmed, exhausted, frightened, paralyzed, petrified, poisoned, prone, unconscious

Senses blindsight 120 ft. (blind beyond this radius), passive Perception 13

Languages Common, Draconic, telepathy 120 ft.

Challenge 1 (200 XP) **Proficiency Bonus** +2

Construct Nature. The emerald eye doesn't require air, food, drink, or sleep.

Immutable Form. The emerald eye is immune to any spell or effect that would alter its form.

Psychically Bound. The emerald eye must be psychically bound to a creature to survive. It loses 5 (2d4) hp for every hour it is not bound to a creature or every hour it is more than 30 feet away from its bound creature.

Actions

Phrenic Burst. *Melee or Ranged Spell Attack:* +5 to hit, range 60 ft., one creature. *Hit:* 10 (2d6 + 3) psychic damage.

Bind. The emerald eye chooses a creature it can see within 30 feet of it that has an Intelligence of 6 or higher. The target must succeed on a DC 13 Charisma saving throw or the eye psychically binds itself to the target. If the target succeeds on the saving throw by 5 or more, it knows the eye attempted to bind to it. Otherwise, the target is unaware of the attempt. While bound to the emerald eye, the creature has resistance to psychic damage, but it has disadvantage on saving throws against the eye's Compulsion. The eye can be bound to only one target at a time. If it binds to another, the effect on the previous target ends.

Compel. The emerald eye magically compels one creature it can see within 30 feet of it to move. The target must succeed on a DC 13 Charisma saving throw or be charmed by the eye for 1 minute. At the start of each of the charmed target's turns, the emerald eye chooses a direction horizontal to the eye, and the target must use as much of its movement as possible to move in that direction on its turn. The target can take its action before it moves. The target can't be compelled to move into an obviously deadly hazard, such as a fire or pit, but it will provoke opportunity attacks to move in the designated direction. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Empty Cloak

This dark cloth of black and purple, stitched with silver and golden threads, resembles a garment of elvish make. Smoke sometimes billows under the hood.

Silent Motion. A billowing empty cloak glides through the air, either under its own power or on the shoulders of its master. Its movement appears odd somehow, as though it moves slightly out of step with the frame bearing it.

Guards. Created by the shadow fey (see page 158) as unobtrusive guardians, empty cloaks are often paired with animated armor or other constructs like monolith footmen (see page 275), and made to look like a display piece.

Shadow Servants. Shadow fey nobles sometimes wear an empty cloak as their own clothing, using it to cover a hasty retreat or to assist in a kidnapping.

Empty Cloak

Medium Construct, Neutral

Armor Class 13 (natural armor)

Hit Points 45 (10d8)

Speed 0 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	10 (+0)	10 (+0)	10 (+0)	1 (−5)

Saving Throws Dex +4, Con +2

Skills Perception +2, Stealth +4

Damage Vulnerabilities fire

Damage Resistances bludgeoning

Damage Immunities poison, psychic

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 12

Languages understands Elvish and Umbral but can't speak

Challenge 1/2 (100 XP) **Proficiency Bonus** +2

Construct Nature. The empty cloak doesn't require air, food, drink, or sleep.

Diligent Sentinel. The empty cloak has advantage on Wisdom (Perception) checks.

Shadow Construction. Made mostly of shadow, the empty cloak bursts into pieces then dissipates when a creature scores a critical hit against it.

Wrapping Embrace. The empty cloak can occupy a Medium or smaller creature's space and vice versa. It has advantage on attack rolls against any creature in the same space as it.

Actions

Razor Cloak. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage.

Shadow Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft, one target. *Hit:* 6 (1d4 + 4) bludgeoning damage.

Shadow Snare. *Ranged Weapon Attack:* +4 to hit, range 20/60 ft., one Large or smaller creature. *Hit:* The target is grappled (escape DC 14). Until this grapple ends, the target is restrained by tendrils of shadow. A creature, including the restrained creature, can take its action to free the restrained creature by succeeding on a DC 14 Strength check. The tendrils of shadow can be attack and destroyed (AC 12; hp 10; vulnerability to radiant damage; immunity to necrotic, poison, and psychic damage).

Bonus Actions

Protective Embrace. When a creature the cloak can see attacks a creature in the cloak's space, the cloak can briefly wrap itself around the creature in its space. The creature in its space takes only half the damage from the attack, and the cloak takes the other half.

Eonic Drifter

The air crackles and lights flicker in the ruins. In a whirl of colorful robes, a gaunt human materializes from the maelstroms of time. His eyes scan the hall in panic, witnessing an event only he can see.

Adrift in Time. Not much is known about the time-traveling eonic drifters other than that they were humans who left a dying civilization to look for help not available in their own age. To their misfortune, returning to their own time proved much more difficult than leaving it, and the eonic drifters found themselves adrift in the river of time. As the decades passed, their chance of returning home withered, along with much of their vitality. They have become gaunt and semi-mummified by the passing of ages.

Crystal Belts. A drifter carries an odd assembly of gear gathered in countless centuries. It barters with these goods when necessary. The more eclectic the collection, the more jumps it has performed on its odyssey. Belts of crystals around its body store the energy that fuels a drifter's travels. After each large jump through time, the reservoirs are exhausted for awhile, allowing only short jumps.

Jittery and Paranoid. Visiting countless eras in which mankind has all but forgotten their once-great civilization has robbed most eonic drifters of their hope. Their greatest fear is being robbed of their crystal belts, which are their only remaining links to the people they once were. They plead or fight to the death for the belts.

Ruins Dwellers. Drifters can appear at any time or place, but they often frequent the sites of their people's past (or future) cities. There they are comforted by knowing that they're at least in the right place, if not the right time.

Eonic Drifter

Medium Humanoid (Human), Chaotic Neutral

Armor Class 13 (leather armor)

Hit Points 65 (10d8 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (−1)	14 (+2)	14 (+2)	18 (+4)	11 (+0)	13 (+1)

Skills Arcana +6, History +6

Senses passive Perception 10

Languages Common, Eonic, Giant, Sylvan

Challenge 1 (200 XP) **Proficiency Bonus** +2

Actions

Time-Warping Staff. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage plus 3 (1d6) force damage.

Drift Forward (Recharge 5–6). The drifter chooses one creature it can see within 5 feet of its future self. The target must make a DC 13 Wisdom saving throw. On a failure, the target takes 7 (2d6) psychic damage and is pulled forward in time. On a success, the target takes half the damage and isn't pulled forward in time. A target pulled forward in time disappears, along with the drifter's future self, as the future self pulls the target with it. At the end of the drifter's next turn, the target and the drifter's future self reappear in the spaces they previously occupied, or the nearest unoccupied spaces. When the target reappears, it has disadvantage on attack rolls until the end of its next turn as it recovers from the disorienting experience.

Bonus Actions

Call to the Future (1/Day). The eonic drifter calls to a future version of itself, which appears in an unoccupied space the drifter can see within 30 feet of it. The drifter's future self acts on the drifter's turn, and each turn it makes one Time-Warping Staff attack against a creature of the drifter's choice or uses the Help action to aid the drifter. The future self can be attacked and destroyed (AC 13; hp 30; resistance to bludgeoning, piercing, and slashing damage; immunity to poison and psychic damage), otherwise it remains until the drifter dismisses it as a bonus action or the drifter finishes a long rest. If the drifter's future self is destroyed, the drifter must succeed on a DC 13 Wisdom saving throw or be stunned until the end of its next turn.

Erina

This small humanoid has a slightly pointed face with bright, brown eyes and a black, snout-like nose. Its skin is covered in short, tan fur, and its head, shoulders, and back have smoothed-down quills.

Erinas, or hedgehog folk, are a small, communal people.

Burrowed Villages. Natural diggers at heart, erinas live in shallow networks of tunnels and chambers they excavate themselves. Enemies who attack the peaceful erinas become confused and lost in the mazelike tunnels. On their own ground, the erinas can easily evade, outmaneuver, or surround invaders. They lure intruders into choke points where the enemy can be delayed while noncombatants and valuables are hustled to safety through other tunnels. Such choke points are often protected or held by erina defenders, the largest and hardiest of their kind.

Scroungers and Gatherers. Erinas are naturally curious. They tend to explore an area by tunneling beneath it and popping up at interesting points. They dislike farming and live mainly on the bounty of the land surrounding their homes. In cities, they subsist on what they can find, and they have a knack for finding whatever they need.

Erina

Small Humanoid (Erina), Neutral

Armor Class 12 (leather armor)

Hit Points 22 (4d6 + 8)

Speed 20 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
9 (−1)	12 (+1)	14 (+2)	13 (+1)	10 (+0)	11 (+1)

Damage Resistances poison

Senses darkvision 60 ft., passive Perception 10

Languages Common, Erina

Challenge 1/4 (50 XP) **Proficiency Bonus** +2

Keen Smell. The erina has advantage on Wisdom (Perception) checks that rely on smell.

Hardy. The erina has advantage on saving throws against poison.

Spines. A creature that touches the erina or hits it with a melee attack while within 5 feet of it takes 2 (1d4) piercing damage. In addition, a creature grappled by or grappling the erina takes 2 (1d4) piercing damage at the start of the erina's turn.

Actions

Dagger. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) slashing damage.

Sling. *Ranged Weapon Attack:* +3 to hit, range 30/120 ft., one target. *Hit:* 3 (1d4 + 1) bludgeoning damage.

Erina Defender

Small Humanoid (Erina), Neutral

Armor Class 15 (chain shirt)

Hit Points 44 (8d6 + 16)

Speed 20 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	14 (+2)	13 (+1)	12 (+1)	11 (+1)

Skills Athletics +4, Perception +3

Damage Resistances poison

Senses darkvision 60 ft., passive Perception 13

Languages Common, Erina

Challenge 1 (200 XP) **Proficiency Bonus** +2

Keen Smell. The erina has advantage on Wisdom (Perception) checks that rely on smell.

Hardy. The erina has advantage on saving throws against poison.

Spines. As the erina, except the spines now deal 5 (2d4) piercing damage.

Actions

Multiattack. The erina defender makes two Shortsword or Shortbow attacks.

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Reactions

Protective Interference. When a friendly creature the erina defender can see within 5 feet of it is the target of an attack, the defender can impose disadvantage on the attack roll. To do so, the defender must see the attacker and be wielding a melee weapon.

Far Darrig

This small man wears hunting leathers and a cowl decorated with antlers, and he holds a glaive made of antlers.

These shy fairies dress as small fey herdsmen wearing hide armor, hide boots, cloaks, and cowls, all trimmed in fox fur and with a red sash or tunic. They often ride woodland creatures, such as elk, giant weasels, or snowy giant owls.

Hunters and Herders. The far darrig were the hunters, herders, and equerry of the elven nobility. Some still serve in this capacity in planes where the elves rule. Far darrig carry glaives made from fey antlers; each remains enchanted only as long as a far darrig holds it. Their leaders ride on fey elk the color of foxes, with gleaming green eyes. When these elk shed their antlers, the far darrigs' smiths craft the antlers into the glaives wielded by their people.

Hate Arcanists. While not inherently evil, far darrig are hostile to most humanoids and often attack humanoid spellcasters on sight. If they can be persuaded of a spellcaster's or humanoid's good intentions, they make good guides, scouts, and hunters in dangerous forests.

Serve Hags and Worse. They are sometimes found as thralls or scouts serving hags or other evil fey, but they rarely do so willingly.

Far Darrig

Small Fey, Neutral

Armor Class 14 (hide armor)

Hit Points 84 (13d6 + 39)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	17 (+3)	11 (+0)	15 (+2)	17 (+3)

Saving Throws Cha +5

Skills Nature +4, Animal Handling +4, Perception +4, Survival +4

Senses darkvision 60 ft., passive Perception 14

Languages Common, Elvish, Sylvan

Challenge 3 (700 XP) **Proficiency Bonus** +2

Enchanted Antlers. The far darrig's attacks with its Antler Glaive are magical. When the far darrig hits with an Antler Glaive attack, the weapon deals an extra 1d6 force damage (included in the attack).

Speak with Beasts. The far darrig can communicate with Beasts as if they shared a language.

Actions

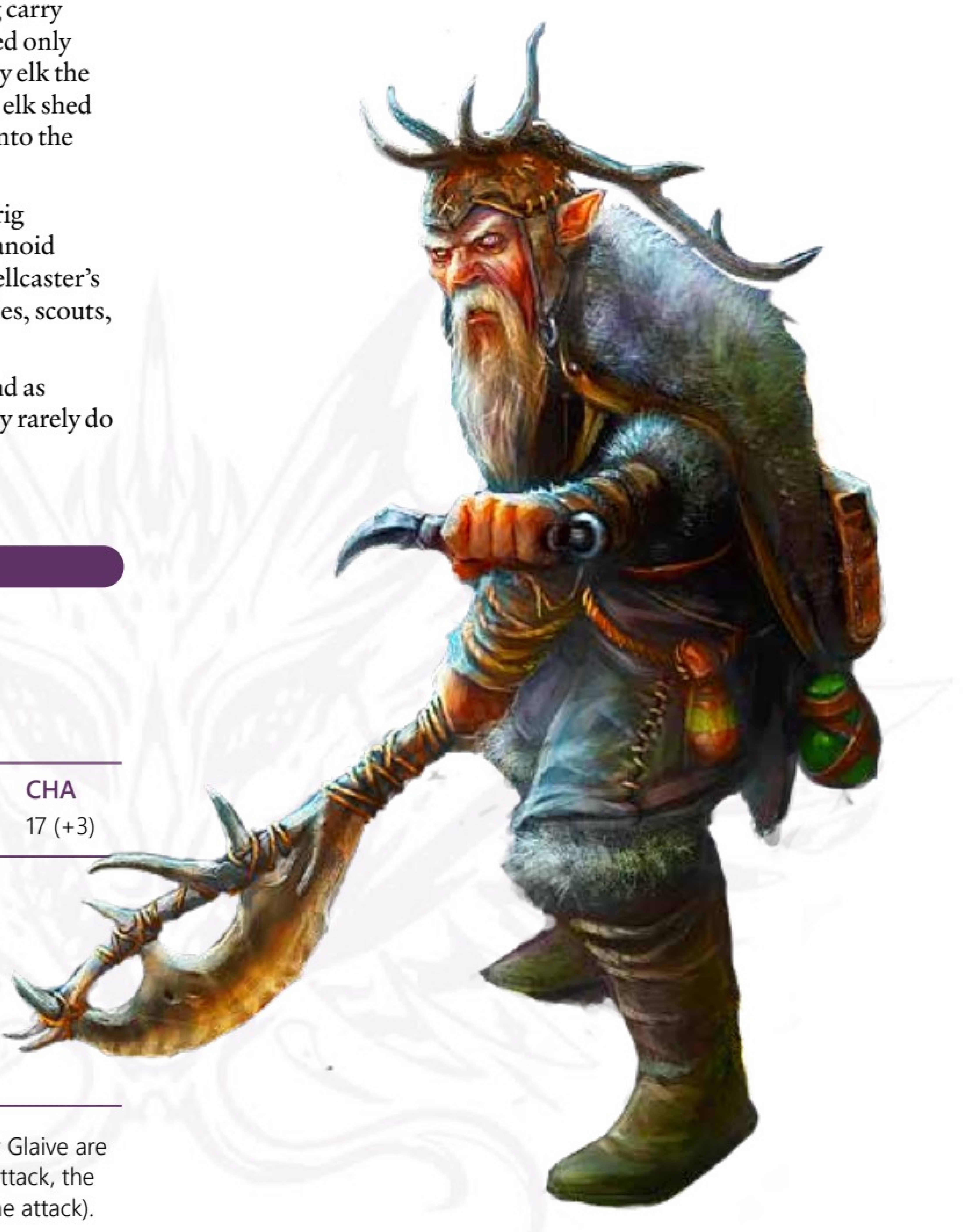
Multiattack. The far darrig makes two Antler Glaive attacks.

Antler Glaive. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage or slashing damage (the far darrig's choice) plus 3 (1d6) force damage. The target must succeed on a DC 13 Strength saving throw or be knocked prone.

Woodland Friends (1/Day). The far darrig magically calls 1d4 elk or giant weasels. The called Beasts arrive in 1d4 rounds, acting as allies of the far darrig and obeying its spoken commands. The Beasts remain for 1 hour, until the far darrig dies, or until the far darrig dismisses them as a bonus action.

Bonus Actions

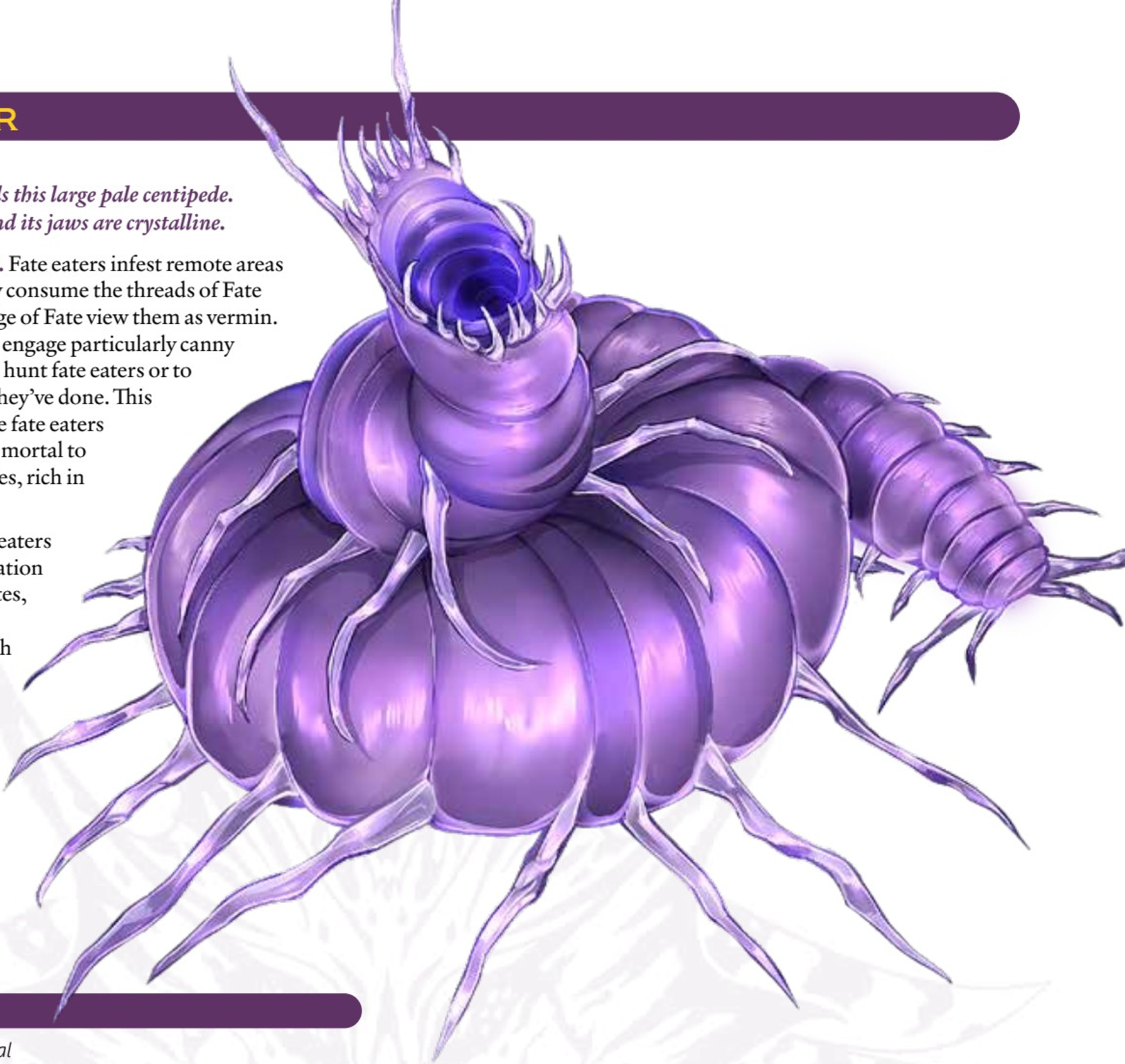
Nimble Woodsman. The far darrig takes the Dash or Disengage action. The far darrig can use this bonus action only if it is in a forest.



Far Darrig in Midgard

The far darrig thrive in forests such as the Arbonesse and Margreve, and they are close allies to the druids in those woodlands. Some believe they also serve in a hidden fey court, somewhere in or near the Green Duchy of Verrayne.

Fate Eater



Violet radiance surrounds this large pale centipede. Its flesh is translucent, and its jaws are crystalline.

Destiny Destroyers. Fate eaters infest remote areas of the planes, where they consume the threads of Fate itself. The beings in charge of Fate view them as vermin. Sometimes those beings engage particularly canny planar travelers either to hunt fate eaters or to help repair the damage they've done. This can be a deadly job, as the fate eaters consider the destiny of a mortal to be the tastiest of delicacies, rich in savory possibilities.

Planar Gossips. Fate eaters can and do trade information about various dooms, fates, and outcomes, but one must have something rich in destiny to trade—or at least, juicy gossip about gods and demons.

Visionary Flesh. Eating the properly prepared flesh of a fate eater grants the eater insight into the fate of another being.

Fate Eater

Medium Aberration, Neutral

Armor Class 16 (natural armor)

Hit Points 130 (20d8 + 40)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	14 (+2)	18 (+4)	16 (+3)	9 (−1)

Saving Throws Con +5

Skills Arcana +7, History +7, Insight +6, Religion +7

Condition Immunities charmed, frightened

Senses truesight 60 ft., passive Perception 13

Languages understands all but can't speak, telepathy 100 ft.

Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Visionary Flesh. A creature that eats the flesh of a fate eater must make a DC 15 Constitution saving throw. On a failure, the creature is poisoned for 1 hour. On a success, the creature gains the benefits of the *divination* spell.

Actions

Multiattack. The fate eater makes two Bite attacks.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage plus 7 (2d6) necrotic damage.

Alter Fate (Recharge 5–6). The fate eater alters the fate of one creature it can see within 30 feet of it. The creature must make a DC 15 Charisma saving throw. On a failure, the creature takes 36 (8d8) psychic damage, and its fate is altered. Roll a d6 to determine which of the following alterations affects the creature. On a success, the creature takes half the damage, and its fate isn't altered. A creature with an altered fate for 1 minute or less can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Otherwise, a creature with an altered fate can repeat the saving throw at the end of each long rest, ending the effect on itself on a success.

- **1. Forgotten Training.** The creatures loses the use of one random class feature, such as Action Surge or Channel Divinity, for 1 minute.
- **2. Lost Potential.** One of the creature's ability scores, chosen at random, is reduced by 2.
- **3. Seeing the Alternates.** The creature is incapacitated for 1 minute.
- **4. Shifting Memories.** The creature loses proficiency in one random skill and gains proficiency in another random skill.
- **5. Took the Lesser Path.** The creature's current hp total becomes its hp maximum.
- **6. Untied from the Loop.** When the creature moves, it moves in a random direction for 1 minute.

Fear Smith

This well-dressed figure appears elven, save for its featureless face and taloned hands.

Known as a fiarsídhe among themselves, fear smiths are servants of shadow fey courts and other, similar dark fey courts. While its mouth is closed, a fear smith's face is featureless save for rows of deep wrinkles. Opening the large mouth in the center of its face reveals long needlelike teeth surrounding a single, massive eye.

Icy-Cold Eyes. Fear smiths often serve as torturers or are dispatched to demoralize the court's enemies. Their stare stops enemies cold, making it easy for heavily-armed warriors to trap and finish a foe.

Devour Fear. Fear smiths feed off strong emotions, and their favorite meal is terror. The fey prefer prolonging the death of victims, and, when free to indulge, a fear smith stalks its victim for days before attacking, hinting at its presence to build dread.

Hoods and Masks. Fear smiths favor fine clothing and high fashion, donning hooded cloaks or masks when discretion is required. Eerily well-mannered and respectful, fear smiths enjoy feigning civility and playing the part of nobility, speaking genteelly but with a thick, unidentifiable accent.

Fear Smith

Medium Fey, Chaotic Neutral

Armor Class 17 (natural armor)

Hit Points 149 (23d8 + 46)

Speed 40 ft., climb 15 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	17 (+3)	14 (+2)	11 (+0)	15 (+2)	18 (+4)

Saving Throws Wis +6

Skills Intimidation +8, Stealth +7

Damage Resistances bludgeoning, piercing, and slashing from attacks not made with cold iron weapons

Condition Immunities charmed, frightened

Senses blindsight 30 ft., passive Perception 12

Languages Common, Elvish, Sylvan

Challenge 10 (5,900) **Proficiency Bonus** +4

Distortion Gaze. Those who meet the gaze of the fear smith experience the world seeming to twist at unnatural angles beneath their feet. When a creature that can see the fear smith's eye starts its turn within 30 feet of the fear smith, the fear smith can force the creature to make a DC 16 Wisdom saving throw if the fear smith isn't incapacitated and can see the creature. On a failed save, the creature is disoriented until the start of its next turn. While disoriented, a creature can't take the Dash or Disengage action, and when it moves for the first time on its turn, it must succeed on a DC 16 Dexterity saving throw or fall prone.

Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it can't see the fear smith until the start of its next turn, when it can avert its eyes again. If the creature looks at the fear smith in the meantime, it must immediately make the save.

Hidden Eye. The fear smith has advantage on saving throws against being blinded.

Magic Resistance. The fear smith has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The fear smith makes three Claw attacks. It can replace one attack with a use of Heart-Stopping Stare.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) slashing damage plus 9 (2d8) psychic damage. If the target is disoriented by Distortion Gaze, the fear smith regains hp equal to the amount of psychic damage dealt.

Heart-Stopping Stare. The fear smith terrifies a creature within 30 feet of it with a look. The target must succeed on a DC 16 Wisdom saving throw or take 13 (3d8) psychic damage and be stunned until the end of its next turn. The fear smith regains hp equal to the psychic damage dealt.

Spellcasting. The fear smith casts one of the following spells, requiring no verbal or material components and using Charisma as the spellcasting ability (spell save DC 16):

At will: *detect thoughts*, *fear*

2/day each: *charm person*, *command*

Fellforged

A darkly foreboding intelligence glows behind this automaton's eyes, and its joints seep hissing green vapors.

Spectral Constructs. Fellforged are the castoffs of gearforged and clockworks production, given foul sentience when the construct bodies attract specters yearning to feel the corporeal world. The clockwork bodies trap the specters, but it gives them physical form. The specters twist the bodies to their own use, sometimes going so far as to destroy the body to harm the living. On rare occasions, other ghostly undead choose to inhabit such constructs, using the constructs as tools to enact their will in the living world at the cost of many of their natural abilities and defenses.

Soldiers for Vampires. Fellforged often seek out greater undead as their masters. Vampires and liches are favorite leaders, but mummies and darakhul also make suitable commanders.

Grave Speech. The fellforged's voice is echoing and sepulchral, unnerving most living creatures.

Fellforged

Medium Construct, Lawful Evil

Armor Class 15 (natural armor)

Hit Points 135 (18d8 + 54)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	17 (+3)	12 (+1)	14 (+2)	15 (+2)

Saving Throws Str +5, Wis +5

Damage Resistances acid, cold, fire, lightning

Damage Immunities necrotic, poison, psychic

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 12

Languages the languages it knew in life

Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Construct Nature. The fellforged doesn't require air, food, drink, or sleep.

Inhabiting Spirit. The fellforged is inhabited and animated by a specter. If the fellforged fails a saving throw against an effect that turns undead, the specter is expelled into an unoccupied space within 5 feet of the fellforged with the hp total it had before it was expelled. The specter otherwise uses the statistics of a specter.

Without its animating specter, the fellforged becomes dormant for 1 minute then crumbles to pieces and is destroyed. The expelled specter can reinhabit the dormant fellforged as a bonus action while within 5 feet of the fellforged, making it active again and using the specter's current hp as the fellforged's hp total.

Sunlight Sensitivity. While in sunlight, the fellforged has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Multiattack. The fellforged makes two Necrotic Slam attacks.

Necrotic Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) bludgeoning damage plus 9 (2d8) necrotic damage. If the target is a creature, it must succeed on a DC 14 Constitution saving throw or its hp maximum is reduced by an amount equal to the necrotic damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hp maximum to 0.

Bonus Actions

Burst Gears. The specter within the fellforged strains the construct's body, sending broken springs and gears flying. Each creature within 5 feet of the fellforged must make a DC 14 Dexterity saving throw, taking 7 (2d6) piercing damage on a failed save, or half as much damage on a successful one. Each time the fellforged uses this bonus action, its speed is reduced by 5 feet, and it can't use this bonus action if its speed is 0. Its speed returns to normal when it finishes a long rest.

Fellforged in Midgard

Dwarves of Grisal canton create fellforged to fight against undead haunts and spirits and melt them down afterwards, destroying wraiths, ghosts, and other incorporeal undead. The fellforged are also sometimes created by the Emerald Order and other cults seeking to give their evil masters a body and a shape with which to rule.

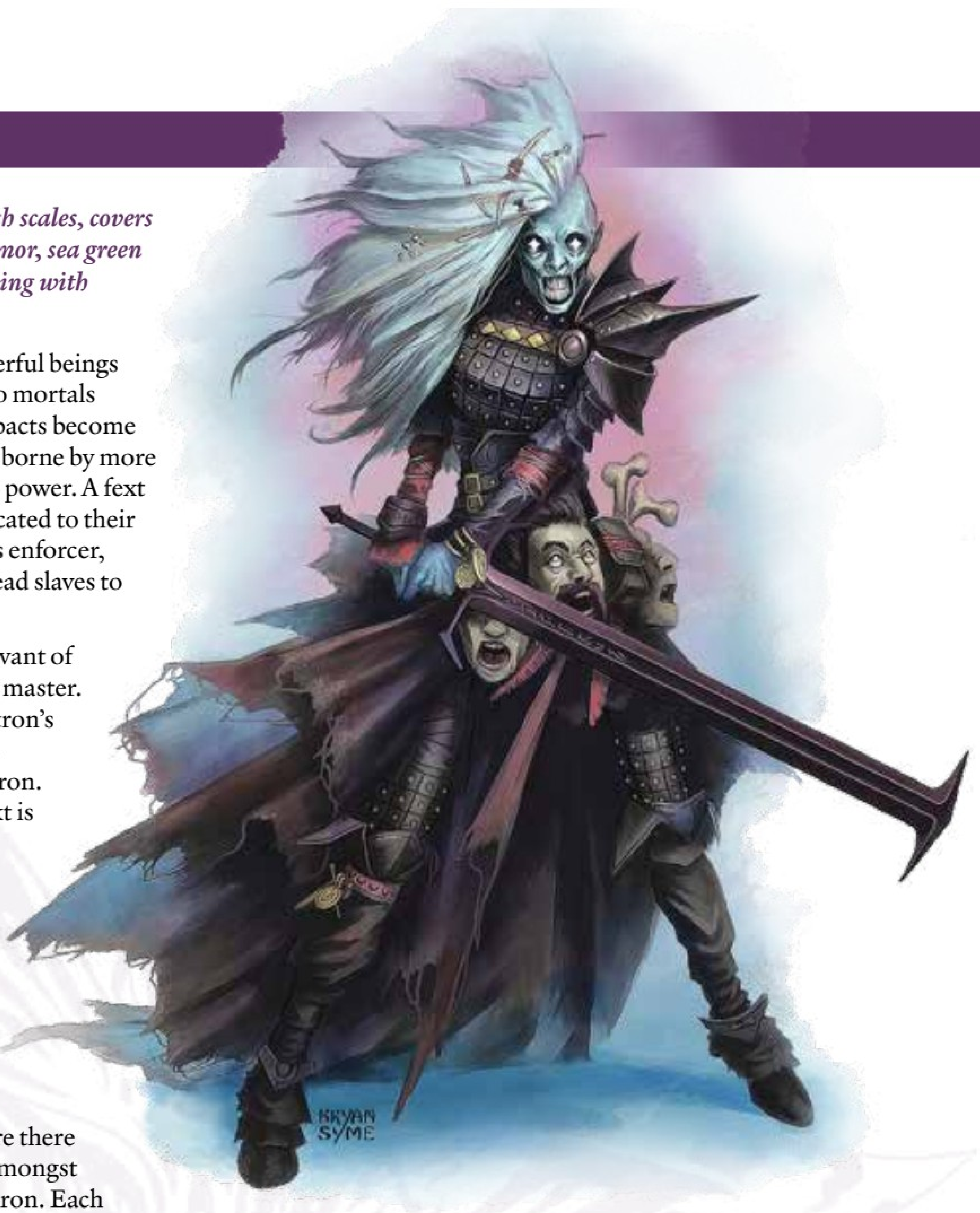
Fext

Taut dead skin, adorned entirely with tattooed fish scales, covers this woman's face and hands. She wears scaled armor, sea green like verdigris on copper, and wields a sword swirling with arcane energies. Her pale eyes stare, unblinking.

Undead Warlock Vassals. Ancient and powerful beings across the multiverse grant magical knowledge to mortals through dangerous pacts. Those bound to these pacts become warlocks, but the will and force of their patron is borne by more than just those who strike bargains for sorcerous power. A fext is a former warlock who has become wholly dedicated to their patron—mind, body, and soul—and functions as enforcer, bodyguard, and assassin. They are powerful undead slaves to the will of their otherworldly patron.

Linked to a Master. Each fext is a unique servant of their patron and exhibits the physical traits of its master. The eyes of every fext are tied directly to their patron's mind, who can see what the fext sees at any time. The fext also possesses a telepathic link to its patron. The process a warlock undergoes to become a fext is horrendous. The warlock is emptied of whatever morality and humanity he or she had as wine from a jug, and the patron imbues the empty vessel with its corruption and unearthly will. Whatever life the fext led before is completely gone. They exist only to serve.

Outdoing Rivals. Scholars have debated about how many fext a patron can command. The more powerful and well-established have at least 100, while others have only a handful. Where there is more than one fext, however, they maneuver amongst themselves to curry favor with their powerful patron. Each fext is bound to obey commands, but they attempt to carry out the commands to the detriment of their competitors. Scheming is common and rampant among them, and each fext tries to work without the aid of other fext as much as possible.



FEXT

Medium Undead, Any Alignment

Armor Class 17 (Patron's Blessing)

Hit Points 77 (14d8 + 14)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	12 (+1)	14 (+2)	12 (+1)	18 (+4)

Saving Throws Dex +6, Wis +4

Skills Perception +4

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses darkvision 60 ft., truesight 20 ft., passive Perception 14

Languages the languages it knew in life

Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Eldritch Weapons. The fext's weapon attacks are magical. When the fext hits with any weapon, the weapon deals an extra 2d8 force damage (included in the attack).

Magic Resistance. The fext has advantage on saving throws against spells and other magical effects.

Patron's Blessing. While the fext is conscious and wearing no armor and wielding no shield, it adds its Charisma modifier to its AC (included above).

Undead Nature. The fext doesn't require air, food, drink, or sleep.

ACTIONS

Multiattack. The fext makes two Eldritch Blade or Eldritch Fury attacks.

Eldritch Blade. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) slashing damage plus 9 (2d8) force damage.

Eldritch Fury. *Ranged Spell Attack:* +7 to hit, range 120 ft., one target. *Hit:* 17 (3d8 + 4) force damage.

Patron's Might (Recharge 5–6). The fext channels its patron's awe-inspiring presence, terrifying those nearby. Each creature within 10 feet of the fext must make a DC 15 Wisdom saving throw. On a failure, a creature takes 35 (10d6) psychic damage and is frightened for 1 minute. On a success, a creature takes half the damage and isn't frightened. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Fey Lords and Ladies

Fey are capricious, mischievous, and often dangerous beings. However, despite their chaotic reputations, they do follow a certain set of rules. These rules—widely misunderstood by outsiders—are codified and enforced by a cadre of lofty fey nobility. Befitting any courtly structure, the fey bow to lords and ladies: eldritch creatures of immense power who rule the courts.

Heads of State. The fey lords and ladies are beings of high station and prodigious personal power. Each rules over at least a great city if not an entire nation. No matter the scope of a fey noble's domain, in his or her eyes, a fey ruler's word is law. Outsiders might not understand the edicts and interdicts of a fey noble, but that's no protection against the harsh penalties that await any who break them, knowingly or otherwise.

Vacant Thrones. When a lord or lady of the fey dies, the court does not remain leaderless for long. Ambitious beings among the fey always hunger for more power and covet the stations of their superiors. After a traditional month or year of mourning, vicious power struggles winnow the weak and pave the way for the most cunning or the strongest to take the court's vacant throne.

Bear King

Dressed in hunting leathers with a thick bearskin cloak around his shoulders, the bearded king sits upon a throne carved from a whole tree trunk. A crown of holly leaves wreathes his head, and a blackened maul rests near his hand. An ornate clay pot filled with honey hangs at his hip.

Mesikammen the Bear King, called "Old Honey Paws," rules the northern Kingdom of the Bear. Its forests are thick with bears, and bearfolk (see page 33) and werebears are common among its people.

Abuzz with Bees. The country's chief product and export, thanks to the Bear King's insatiable appetite for sweets, is honey. The Bear King's hive-keepers harvest rich, blossom-sweet honey from the hives of giant bees they tend. The land's brewers use the honey to create the finest mead, and the most potent brews are infused with fey glamour.

Boisterous Revels. The Bear King and his court of bear jarls, witches, and oracles spend most of their time hunting in the hills, feasting, brawling, and drinking mead. Old Honey Paws maintains his rulership over this court by besting all rivals in a yearly series of challenges. The challenges are open to anyone, but the Bear King has defeated all comers since he rose to the throne.

Bear King's Lair

The Bear King's fortress thrusts up from the foothills of a mountain range like a petrified wave. The lair is riddled with caves and tunnels and contains the court of the Bear King.

Lair Actions

On initiative count 20 (losing initiative ties), the Bear King takes a lair action to cause one of the following effects; the Bear King can't use the same effect two rounds in a row:

- **Quake.** A minor quake starts on a point the Bear King can see within 120 feet of him. Each creature within 20 feet of that point must succeed on a DC 17 Strength saving throw or take 7 (2d6) bludgeoning damage and fall prone.
- **Summon Bees.** The lair's denizens rise up to defend their king, causing 2d4 giant bees (see *Tome of Beasts 2* or use the statistics of a giant wasp) to appear in unoccupied spaces of the Bear King's choice within 60 feet of him. The bees act on initiative count 20, are allies of the Bear King, and obey his spoken commands. The bees remain until the Bear King dies or until he dismisses them as a bonus action. The Bear King can have no more than eight giant bees under his control at one time.
- **Ursine Transformation.** One creature the Bear King can see within 30 feet of him must succeed on a DC 17 Constitution saving throw or transform into a brown bear as if the creature had failed a saving throw against the *polymorph* spell. While transformed, the creature must move to and attack a target chosen by the Bear King on each of its turns. The transformation lasts until the Bear King dies or until he uses this lair action again. The transformed creature can repeat the saving throw at the end of each of its turns, ending the transformation on itself on a success.

Regional Effects

The region surrounding the Bear King's lair is warped by his magic, which creates one or more of the following effects:

- **Angry Bees.** Bees within 10 miles of the Bear King's lair are easily agitated and quick to attack Humanoids that aren't bearfolk or werebears.
- **Call of the Bear King.** Within 5 miles of the Bear King's lair, creatures have disadvantage on saving throws made to avoid contracting lycanthropy from a werebear.
- **Heightened Passions.** Emotions within 10 miles of the Bear King's lair run high. Arguments quickly descend into physical scuffles and enjoyable get-togethers are likely to become raucous carousing.

If the Bear King dies, these effects fade over the course of 1d10 days.

Bear King

Medium Fey (Shapechanger), Lawful Neutral

Armor Class 18 (natural armor)

Hit Points 133 (14d8 + 70)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	20 (+5)	12 (+1)	18 (+4)	16 (+3)

Saving Throws Str +9, Dex +4, Wis +8

Skills Athletics +9, Intimidation +7, Perception +8

Damage Resistances cold

Damage Immunities poison; bludgeoning, slashing, and piercing from nonmagical attacks not made with cold iron weapons

Condition Immunities poisoned

Senses darkvision 120 ft., truesight 10 ft., passive Perception 18

Languages Common, Elvish, Giant, Sylvan

Challenge 12 (8,400 XP

Proficiency Bonus +4

Honeyed Weapons. Radiant, magical honey drips from the Bear King's paws and coats his weapons, making his weapon attacks magical. When the Bear King hits with any weapon, the weapon deals an extra 3d8 radiant damage (included in the attack).

Keen Smell. The Bear King has advantage on Perception (Wisdom) checks that rely on smell.

Legendary Resistance (3/Day). If the Bear King fails a saving throw, he can choose to succeed instead.

Regeneration (Bear or Hybrid Form only). The Bear King regains 10 hp at the start of his turn if he has at least 1 hp.

ACTIONS

Multiattack. The Bear King makes one Bite attack and two Claw attacks, or he makes three Maul or Honey Bolt attacks. If two Maul attacks hit one Large or smaller creature, the target must succeed on a DC 17 Strength saving throw or be knocked prone.

Bite (Bear or Hybrid Form Only). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 10 (1d10 + 5) piercing damage plus 13 (3d8) radiant damage. The target must succeed on a DC 17 Dexterity saving throw or take 9 (2d8) radiant damage at the start of each of its turns, as radiant honey sticks to the wound. Any creature can take an action to remove the honey from the wound with a successful DC 14 Wisdom (Medicine) check. The honey dissolves if the target receives magical healing.

Claw (Bear or Hybrid Form Only). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage plus 13 (3d8) radiant damage.

Maul (Fey or Hybrid Form Only). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage plus 13 (3d8) radiant damage.

Honey Bolt. *Ranged Spell Attack:* +8 to hit, range 120 ft., one target. *Hit:* 22 (4d8 + 4) radiant damage.

BONUS ACTIONS

Change Shape. The Bear King transforms into a Large brown bear, or a Large bear-Humanoid hybrid, or back into his true form, which is Fey. His statistics other than his size, are the same in each form. Any equipment he is wearing or carrying isn't transformed. The Bear King reverts to his true form if he dies.

LEGENDARY ACTIONS

The Bear King can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Bear King regains spent legendary actions at the start of his turn.

Move. The Bear King moves up to his speed without provoking opportunity attacks.

Honey Toss. The Bear King throws a jar of magical honey at a creature he can see within 120 feet of him. The target must succeed on a DC 17 Dexterity saving throw or be restrained by sticky honey until the end of its next turn.

Frightful Roar (Costs 2 Actions). The Bear King lets out a blood-curdling roar. Each hostile creature within 60 feet of the Bear King and that can hear the roar must succeed on a DC 17 Wisdom saving throw or be frightened until the end of its next turn.

LORD OF THE HUNT

Astride a midnight horse sits a shirtless elven huntsman. His broad chest is thickly muscled and sports tattooed knot work. Great stag antlers crest the huntsman's head, curving above his rich brown hair. The pale green glow that shines from his eyes obscures the elf's strong features, and a massive spear twined with glowing green vines drives forward in his clenched fist.

The baying of shadow hounds, the thundering of hoof beats, and a brassy horn note; the Wild Hunt is coming, and pity its quarry. The Lord of the Hunt is an enigma among the fey nobles. His true identity beyond title and position as master of the Wild Hunt is unknown, but he has some connection to the Black Prince of the shadow fey—while also answering to elvish druids and consorting with powerful hags and dryads.

The Wild Hunt. The Lord's court is the Wild Hunt itself, a group of huntsmen, revelers, intelligent hounds, and poor souls they sweep up in their frenzy. His home, if he has any permanent dwelling, is as mysterious as his true identity. He and his Hunt constantly move between the Plane of Shadow and the most ancient forests.

THE LORD OF THE HUNT'S LAIR

If the Lord of the Hunt has any permanent lair, it is unknown to all but his closest confidants. While the Wild Hunt is a thing of beautiful and deadly grace on the move, the Lord's encampment becomes his lair when the Hunt settles for any length of time. Tents and pavilions house the Lord and his Hunt, and great, roaring fires roast the day's kills. The hours pass with revelry, feasting, physical contests, and strong drink.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the Lord of the Hunt takes a lair action to cause one of the following effects; the Lord of the Hunt can't use the same effect two rounds in a row:

- **Cry Havoc.** The Wild Hunt echoes with an otherworldly war cry. One creature the Lord of the Hunt can see within 120 feet of him must succeed on a DC 19 Wisdom saving throw or be frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
- **Encourage Undergrowth.** Plants erupt from a point on the ground the Lord of the Hunt can see within 120 feet of him. The area within 20 feet of that point is difficult terrain. A creature that enters the difficult terrain for the first time on a turn or starts its turn there must succeed on a DC 19 Dexterity saving throw or take 9 (2d8) poison damage and be restrained by vines. A creature, including the restrained creature, can take its action to free the restrained creature by succeeding on a DC 19 Strength check. The plants remain until the Lord of the Hunt uses this lair action again or until he dies.
- **Mark Prey.** One creature the Lord of the Hunt can see within 120 feet of him must succeed on a DC 19 Wisdom saving throw or be magically marked until initiative count 20 on the next round. The Lord has advantage on attack rolls against the marked target.

REGIONAL EFFECTS

The region containing the Lord of the Hunt's encampment is warped by his magic, which creates one or more of the following effects:

- **Game Preserve.** Game animals become plentiful within 3 miles of the lair. Wisdom (Survival) checks to hunt for food are made with advantage, but patrols from the Wild Hunt don't take kindly to poachers.
- **Hunting Grounds.** Areas of natural terrain within 3 miles of the lair subtly rearrange themselves to create game trails through even the densest wilderness.
- **Spooked Animals.** Domesticated animals within 3 miles of the lair become skittish and fearful. They are more difficult to handle and flee the area if left to their own devices.

When the Lord of the Hunt breaks camp or dies, these effects end immediately.

LORD OF THE HUNT

Medium Fey, Lawful Neutral

Armor Class 18 (natural armor)

Hit Points 229 (27d8 + 108)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	18 (+4)	19 (+4)	14 (+2)	18 (+4)	15 (+2)

Saving Throws Str +11, Wis +10, Cha +8

Skills Athletics +11, Perception +10, Survival +10

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks not made with cold iron weapons

Damage Immunities cold, poison

Condition Immunities exhaustion, charmed, frightened, poisoned

Senses blindsight 10 ft., darkvision 120 ft., passive Perception 20

Languages Common, Draconic, Elvish, Sylvan

Challenge 18 (20,000 XP) **Proficiency Bonus** +6

Huntsman's Weapons. The Lord of the Hunt's weapon attacks are magical. When he hits with any weapon, the weapon deals an extra 14 (4d6) poison damage (included in the attack).

Legendary Resistance (3/Day). If the Lord of the Hunt fails a saving throw, he can choose to succeed instead.

Sure Seat. While mounted and not incapacitated, the Lord of the Hunt can't be knocked prone, dismounted, or moved against his will.

ACTIONS

Multiattack. The Lord of the Hunt makes three Spear or Longbow attacks.

Spear. *Melee or Ranged Weapon Attack:* +11 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage, or 9 (1d8 + 5) piercing damage if used in two hands, plus 14 (4d6) poison damage. If the Lord of the Hunt throws the spear, the spear teleports up to 120 feet to the Lord of the Hunt's hand at the start of his next turn. If he has no hand free, the spear teleports to the ground at his feet.

Longbow. *Ranged Weapon Attack:* +10 to hit, range 150/600 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage plus 14 (4d6) poison damage.

Hunter's Quarry. The Lord of the Hunt magically calls 3d6 elk or boars, 1d4 giant boars or giant elk, or 1 elephant. The called Beasts arrive in 1d4 rounds, acting as allies of the Lord and obeying its spoken commands. The Beasts remain for 1 hour, until the Lord dies, or until the Lord dismisses them as a bonus action. The Lord can have any number of Beasts under its control at one time provided the combined total CR of the Beasts is no higher than 8.

BONUS ACTIONS

Fey Mount. The Lord of the Hunt can summon or dismiss a magical Fey mount, mounting or dismounting it as part of this bonus action without spending movement. The mount uses the statistics of a warhorse, except it has 40 hp, is a Fey, has the same damage and condition resistances and immunities as the Lord of the Hunt, and uses the Lord's saving throw bonuses in place of its own. If the mount is slain, it disappears, leaving behind no physical form, and the Lord of the Hunt must wait 1 hour before summoning the mount again.

REACTIONS

Parry. The Lord of the Hunt increases his AC by 6 against one attack that would hit him. To do so, he must see the attacker and must be wielding a melee weapon.

LEGENDARY ACTIONS

The Lord of the Hunt can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Lord of the Hunt regains spent legendary actions at the start of his turn.

Attack. The Lord of the Hunt makes one Spear or Longbow attack.

Tenacious Stride. The Lord of the Hunt moves up to his speed without provoking opportunity attacks. If he is mounted, he can force the mount to move up to half its speed without provoking opportunity attacks instead.

Call to the Hunt (Costs 2 Actions). The Lord of the Hunt blows his hunting horn and chooses one creature he can see within 60 feet. If the creature can hear the horn, it must succeed on a DC 16 Charisma saving throw or be charmed by the Lord of the Hunt for 8 hours. The charmed target obeys the Lord's verbal commands. If the target suffers any harm or receives a suicidal command, it can repeat the saving throw, ending the effect on a success. If the target successfully saves against the effect, or if the effect on it ends, the target is immune to the Lord's Call to the Hunt for the next 24 hours. The Lord can have only one target charmed at a time. If he charms another, the effect on the previous target ends.

MOONLIT KING

Dressed in archaic nobleman's finery, this elf lord has wildly unkempt bluish hair and pale, almost luminous skin. His eyes bulge slightly from their sockets as they stare vacantly. The lord's shadow moves slightly out of sync with his body, which appears solid in some portions and nearly transparent in others.

His Lunar and Royal Majesty, Ludomir Imbrium the XVI, is also known as the Moonlit King of the Shadow Fey, Lord of Shadows, Duke of the Elves, and Master of the Winter Palace. A creature consumed by madness, the Moonlit King is an ephemeral vestige of greatness lost. He barely lives in reality anymore, and he is beset by phantoms from his own mind conjured from shadows and regret.

Dwindling Power. The Moonlit King lost the favor of his wife, the Queen of Night and Magic (see page 178), long ago. When he fell from power, the Queen exiled him, banishing him from his seat in the courts of the shadow fey. Now he endures in the crumbling, far-flung Tower of the Moon. The King has sunk deep into madness during his isolation and has turned to bargains with demons and devils in a desperate bid to regain freedom.

MOONLIT KING'S LAIR

The Moonlit King's lair is the Tower of the Moon, which is hidden in a spiral labyrinth deep within the Plane of Shadows. The tower is a run-down, forlorn place filled with false whispers and shadow ghosts of the mad fey lord's own creation.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the Moonlit King takes a lair action to cause one of the following effects; the Moonlit King can't use the same effect two rounds in a row:

- **Frightful Whispers.** Disembodied whispers speaking of despair and failure erupt from a point the Moonlit King can see within 120 feet of him. Each non-Fiend creature within 15 feet of that point must succeed on a DC 19 Wisdom saving throw or be frightened until the end of its next turn.
- **Maddening Hallucinations.** Shadows and moonlight dance around up to three creatures the Moonlit King can see within 60 feet of him. Each target must succeed on a DC 19 Wisdom saving throw or be incapacitated until the end of its next turn as hallucinations fill its mind. If the saving throw fails by 5 or more, the target suffers short-term madness.
- **Moonlit Illumination.** Four beams of moonlight appear on points the Moonlit King can see within 120 feet of him. Each beam sheds dim light in a 10-foot radius centered on a point. The moon beams last until the Moonlit King uses this lair action again or until he dies.

REGIONAL EFFECTS

The region containing the Moonlit King's lair is warped by his magic, which creates one or more of the following effects:

- **Constant Moonlight.** Weather conditions don't inhibit moonlight shining within 10 miles of the lair—clouds part, rain seems to channel moonbeams, and snow takes on a luminous silver glow.
- **Stryx Network.** The area within 5 miles of the Moonlit King's lair attracts hundreds of stryxes (see page 350) and owls. The King can choose to see or hear through the senses of any stryx or owl in this area.
- **Waking Dreams.** Dreams and fears take on a life of their own. Minor visual and auditory hallucinations plague creatures within 3 miles of the lair.

If the Moonlit King dies, these effects fade over the course of 1d10 days.

MOONLIT KING

Medium Fey, Neutral Good

Armor Class 17 (natural armor)

Hit Points 204 (24d8 + 96)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	20 (+5)	18 (+4)	20 (+5)	18 (+4)	20 (+5)

Saving Throws Con +10, Wis +10, Cha +11

Skills Arcana +11, Perception +10

Damage Resistances acid; bludgeoning, piercing, and slashing from attacks not made with cold iron weapons

Damage Immunities cold, fire, poison

Condition Immunities charmed, frightened, poisoned

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 20

Languages Abyssal, Celestial, Common, Draconic, Elvish, Infernal, Umbral, telepathy 120 ft.

Challenge 17 (18,000 XP) **Proficiency Bonus** +6

Legendary Resistance (3/Day). If the Moonlit King fails a saving throw, he can choose to succeed instead.

Moonlit Weapons. The Moonlit King's weapon attacks are magical. When he hits with any weapon, the weapon deals an extra 14 (4d6) radiant damage (included in the attack).

ACTIONS

Multiattack. The Moonlit King makes three Crystal Staff or Moon Bolt attacks. He can replace one attack with a use of Spellcasting. If two Crystal Staff attacks hit one creature, the target must succeed on a DC 19 Constitution saving throw or be stunned until the end of its next turn.

Crystal Staff. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage plus 14 (4d6) radiant damage.

Moon Bolt. *Ranged Spell Attack:* +11 to hit, range 120 ft., one target. *Hit:* 27 (4d10 + 5) radiant damage, and the target sheds dim light in a 10-foot radius until the end of its next turn. If the target is a

creature in a form other than its true form, it takes an extra 11 (2d10) radiant damage and must succeed on a DC 19 Charisma saving throw or revert to its true form.

Animate Shadows (Recharge 5–6). The Moonlit King causes the shadows of up to three creatures he can see within 60 feet of him to animate and attack their owners. Each target must make a DC 19 Dexterity saving throw. On a failure, a creature takes 49 (14d6) necrotic damage, and its Strength score is reduced by 1d4. On a success, a creature takes half the damage, and its Strength score isn't reduced. This reduction lasts until the creature finishes a long rest. The creature dies if this effect reduces its Strength to 0.

Summon Devil (1/Day). The Moonlit King magically calls a lunar devil to aid him. The devil arrives in 1d4 rounds, acting as ally of the Moonlit King and obeying his spoken commands. The devil remains for 1 hour, until the Moonlit King dies, or until the King dismisses it as a bonus action.

Spellcasting. The Moonlit King casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (save DC 19):

At will: *continual flame*, *invisibility* (self only), *moonbeam*, *zone of truth*

3/day each: *dispel evil and good*, *dispel magic*, *major image*

1/day each: *heal*, *project image*

BONUS ACTIONS

Moonlight Step. The Moonlit King teleports, along with any equipment he is wearing or carrying, up to 60 feet to an unoccupied space he can see. The origin and destination spaces must contain moonlight.

REACTIONS

Shadow Slip. When a creature the Moonlit King can see within 30 feet of him attacks him, he takes on the quality of his manifest delusions, temporarily becoming ghostly. The attack roll has disadvantage, and if it hits, the Moonlit King takes only half the damage from the attack.

LEGENDARY ACTIONS

The Moonlit King can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Moonlit King regains spent legendary actions at the start of his turn.

Move. The Moonlit King moves up to his speed without provoking opportunity attacks.

Shift Moonlight. The Moonlit King changes the brightness of each area of moonlight he can see within 120 feet of him from dim light to bright light or vice versa.

Attack (Costs 2 Actions). The Moonlit King makes a Crystal Staff or Moon Bolt attack.

Spread Madness (Costs 2 Actions). Each creature within 30 feet of the Moonlit King must succeed on a DC 19 Wisdom saving throw or suffer short-term madness. The Moonlit King can use this legendary action only when he is in moonlight.

QUEEN OF NIGHT AND MAGIC

A fey lady of stunning beauty with hair the color of midnight stands before a shining field of stars. A gown seemingly woven from the night sky drapes her flawless ivory skin. Bright lights glitter like diamonds in her crown and raiment, and some drift about her body and dance near her hand.

Her Celestial and Royal Majesty, Sarastra Aestruum, Queen of Night and Magic, is also Duchess of the Heavens, Mistress of Air and Darkness, Lady of the Summer Palace, and Bride of Shadows. The Queen rules the court of the shadow fey with grace and majesty—most of the time. Queen Sarastra is the head of the Summer Court, which rules the shadow fey in its season. On the rare occasion when the courtly season turns, Sarastra steps aside in favor of her husband and rival, the Moonlit King, who is head of the Winter Court.

Shadow Sorceress. The Queen of Night and Magic does not bear her moniker lightly. She is a devastatingly potent sorceress, augmented with command over the stuff of shadows. Though her nature is undeniably dark, Queen Sarastra is hardly unreasonable. She is quick to recognize the value in any supplicant, mortal or fey, who catches her royal eye. She is never one to ignore an opportunity to further her agenda or to gain further power over the Moonlit King.

THE QUEEN OF NIGHT AND MAGIC'S LAIR

The Queen of Night and Magic makes her home in the Plane of Shadows in the ancient halls of the courts of the shadow fey. Her lair is a great castle of delicate spires and graceful bridges with sprawling wings that house various members of the court.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the Queen of Night and Magic takes a lair action to cause one of the following effects; the Queen of Night and Magic can't use the same effect two rounds in a row:

- **Demoralizing Assault.** Visions of hopelessness and despair assail the mind of one creature the Queen can see within 60 feet of her. The creature must succeed on a DC 23 Wisdom saving throw or be stunned until initiative count 20 on the next round.
- **Extinguish Light.** Each source of magical or nonmagical bright light within 60 feet of the Queen becomes dim light, and each source of magical or nonmagical dim light within 60 feet of her becomes darkness. This effect lasts until the Queen uses this lair action again, until she dismisses it as a bonus action, or until she dies.
- **Wall of Shadow.** An opaque wall of writhing shadows springs up from a solid surface within 120 feet of the Queen. The wall can be up to 60 feet long, 10 feet high, and 5 feet thick, and it blocks line of sight. When the wall appears, each creature in its area must succeed on a DC 23 Dexterity saving throw or take 18 (4d8) necrotic damage. Creatures in the wall's space are pushed 5 feet out of the wall's space, appearing on whichever side of the wall they choose. A creature can move through the wall, but the semi-material shadow resists intrusion. For every 1 foot a creature travels through the wall, it must spend 4 feet of movement. A creature that starts its turn in the wall or enters the wall's space for the first time on a turn must make a DC 23 Constitution saving throw, taking 18 (4d8) necrotic damage on a failed save, or half as much damage on a successful one. The wall dissipates when the Queen uses this lair action again or when she dies.

REGIONAL EFFECTS

The region containing the Queen of Night and Magic's lair is warped by her magic, which creates one or more of the following effects:

- **Constant Surveillance.** The Queen of Night and Magic can cast her senses to any area containing darkness, dim light, or shadows within 6 miles of her lair. This effect works like the *clairvoyance* spell, except its range is 6 miles.
- **Living Shadow.** Shadows come to life within 6 miles of the Queen's lair. Most of the time these living shadows are unnerving and nothing more, but when a creature acts against the interests of the Queen, the shadows can interfere and cause the creature to have disadvantage on ability checks made to act against her interests.
- **Magically Active.** Magic saturates the area within 6 miles of the lair, causing temporary, minor, and harmless magical effects, like random aromas wafting through the air, sudden chills, spontaneous motes of light dancing in the sky, and similar.

If the Queen of Night and Magic dies, these effects fade over the course of 1d10 days.

QUEEN OF NIGHT AND MAGIC

Medium Fey, Neutral Evil

Armor Class 22 (Regal Bearing)
Hit Points 225 (30d8 + 90)
Speed 30 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
12 (+1)	19 (+4)	17 (+3)	20 (+5)	18 (+4)	26 (+8)

Saving Throws Con +10, Wis +11
Skills Arcana +12, Deception +15, Intimidation +15, Perception +11, Stealth +11
Damage Resistances fire, lightning
Damage Immunities cold; bludgeoning, piercing, and slashing from nonmagical attacks not made with cold iron weapons
Condition Immunities charmed, frightened
Senses truesight 120 ft., passive Perception 21
Languages Celestial, Common, Elvish, Sylvan, Umbral, telepathy 120 ft.
Challenge 21 (33,000 XP) **Proficiency Bonus** +7

Legendary Resistance (3/Day). If the Queen of Night and Magic fails a saving throw, she can choose to succeed instead.

Magic Resistance. The Queen of Night and Magic has advantage on saving throws against spells and other magical effects.

Regal Bearing. While the Queen of Night and Magic is wearing no armor and wielding no shield, her AC includes her Charisma modifier.

Actions

Multiattack. The Queen of Night and Magic makes three Rapier or Star Strike attacks. She can replace one attack with a use of Spellcasting or Unravel.

Rapier. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage plus 14 (4d6) cold damage.

Star Strike. *Ranged Spell Attack:* +15 to hit, range 120 ft., one target. *Hit:* 17 (2d8 + 8) fire damage plus 9 (2d8) radiant damage.

Unravel. The Queen of Night and Magic ends one magical effect she can see within 60 feet of her. To do so, she must succeed on a Charisma check against a DC of 10 + the spell's level or the magical effect's DC, whichever is higher.

Shadow Rift (Recharge 5–6). The Queen of Night and Magic creates a shadowy rift on a point she can see within 120 feet. Each creature within the 20 feet of the rift must make a DC 23 Constitution saving throw. On a failure, a creature takes 36 (8d8) cold damage and 36 (8d8) necrotic damage and is restrained by wisps of icy shadow for 1 minute. On a success, a creature takes half the damage and isn't restrained. A restrained creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Spellcasting. The Queen of Night and Magic casts one of the following spells, using Charisma as the spellcasting ability (spell save DC 23):

At will: *command*, *dancing lights*, *darkness*, *mage hand*, *suggestion*

3/day each: *confusion*, *fear*, *greater invisibility*, *mirror image*

1/day each: *dominate monster*, *plane shift*, *power word stun*

Bonus Actions

Hidden Step. The Queen of Night and Magic magically teleports, along with any equipment she is wearing or carrying, up to 60 feet to an unoccupied space she can see and takes the Hide action.

Reactions

Sudden Fraying. When the Queen of Night and Magic is targeted by a spell or included in a spell's area and the spell doesn't have an instantaneous duration, she can use Unravel on the spell, dispelling it after it is cast. She doesn't need to see a spell to target it with this reaction, but she must be able to see at least some portion of an area or object affected by the spell.

Legendary Actions

The Queen of Night and Magic can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Queen of Night and Magic regains spent legendary actions at the start of her turn.

Attack. The Queen of Night and Magic makes one Star Strike attack. She doesn't have disadvantage on this attack roll from being within 5 feet of a creature, though she can have disadvantage from other sources.

Move. The Queen of Night and Magic moves up to her walking speed or up to half of her flying speed without provoking opportunity attacks.

Cast a Spell (Costs 2 Actions). The Queen of Night and Magic uses Spellcasting.

Swirling Stars (Costs 2 Actions). The stars on the Queen's gown pulse with brilliant starlight. Each creature within 15 feet of her must succeed on a DC 23 Dexterity saving throw or be blinded until the end of its next turn.

QUEEN OF WITCHES

This statuesque woman towers over any tall man and most ogres. Her hair falls in a cascade of curls and looks as if it is spun from copper. Her eyes are the color of moss beds, with no iris or pupil. A billowy robe of forest green enshrouds her body, and she grasps a great ring of etched silver in one massive fist.

Nicnevin, the Queen of Witches, is the Mountain Ogress, Lady of Copper and Crystal, and the Moon Weaver. She is not what one usually imagines in a fey lady, but she has an imposing figure of mass and power. Her stature speaks to great physical strength and the stalwart defiance of the mountain itself, but her true power is in her command of magic.

Pact Patron. The Queen of Witches is one of the foremost patrons of those who seek power through a pact. Many hag covens offer her loyalty and tribute. She rules from beneath her mountain, attended by a court of fey witches, hags, and mortal supplicants. Her favor is highly sought after, and it is said that a single hair from her coppery head contains all the power a mortal might ever desire.

THE QUEEN OF WITCHES'S LAIR

The Queen of Witches makes her lair in a cavern deep beneath a windswept, rocky mountain. Near the mountain's peak is an enormous quartz crystal that grows down to the lair. This crystal channels the light of the moon into the Queen's home when she doesn't emerge into the night sky. Her hags and attendant witches perform powerful rites in this magic-saturated sanctum.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the Queen of Witches takes a lair action to cause one of the following effects; she can't use the same effect two rounds in a row:

- **Conjure Crystal Wall.** A wall of softly glowing crystal springs up from a solid surface the Queen can see within 120 feet of her. The wall is 60 feet long, 10 feet high, 5 feet thick, blocks line of sight, and sheds dim light in a 10-foot radius. When the wall appears, each creature within its area is pushed out of the wall's space, appearing on whichever side of the wall it wants, and must succeed on a DC 20 Dexterity saving throw or take 14 (4d6) radiant damage. Each 10-foot section of the wall has AC 15, 10 hp, vulnerability to thunder damage, resistance to fire, slashing, and piercing damage, and immunity to poison and psychic damage. The wall remains until the Queen uses this lair action again, until she dismisses it as a bonus action, or until she dies.
- **Disrupt Spellcasting.** Until initiative count 20 on the next round, each creature, other than fey, that casts a spell while within 60 feet of the Queen must succeed on a DC 20 Constitution saving throw or the spell fails, expending the spell slot.
- **Moonlight Blast.** A searing flare of moonlight bursts from a point the Queen can see within 120 feet of her. Each creature within 15 feet of that point must succeed on a DC 20 Dexterity saving throw, taking 13 (3d8) radiant damage on a failed save, or half as much damage on a successful one. A creature not in its true form has disadvantage on the saving throw, and if it fails, it reverts to its true form.

REGIONAL EFFECTS

The region containing the Queen of Witches's lair is warped by the queen's magic, which creates one or more of the following effects:

- **Lunar Constancy.** Despite the weather, the moon is always visible for most of the night within 10 miles of the lair. Cloud cover has many breaks, or the moon's light sharply penetrates the clouds.
- **Moonlit Audience.** Calling the Queen of Witches's name under the light of the moon within 3 miles of her lair draws her attention. She can choose to teleport to the supplicant and hear their request. For 24 hours after the invocation, even if the Queen never teleported to the supplicant, she has a connection to the area where the supplicant called for her and can teleport to an unoccupied space within 30 feet of it or back to her lair as an action.
- **Susurrating Fog.** Silvery fog is common within 10 miles of the lair, and strange whispers are heard within the mist.

If the Queen of Witches dies, these effects fade over the course of 1d10 days.

QUEEN OF WITCHES

Large Fey, Neutral

Armor Class 18 (natural armor)

Hit Points 218 (23d10 + 92)

Speed 40 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	19 (+4)	16 (+3)	18 (+4)	22 (+6)

Saving Throws Dex +6, Wis +10, Cha +12

Skills Arcana +15, Deception +12, History +9, Insight +10, Perception +10

Damage Resistances cold, fire; bludgeoning, piercing, and slashing from nonmagical attacks not made with cold iron weapons

Damage Immunities radiant

Condition Immunities blinded, charmed, frightened

Senses darkvision 120 ft., truesight 60 ft., passive Perception 20

Languages Celestial, Common, Draconic, Elvish, Sylvan, Umbral

Challenge 17 (18,000 XP) **Proficiency Bonus** +6

Magic Resistance. The Queen of Witches has advantage on saving throws against spells and other magical effects.

Moonlit Weapons. The Queen of Witches's weapon attacks are magical. When she hits with any weapon, the weapon deals an extra 7 (2d6) radiant damage (included in the attack).

Legendary Resistance (3/Day). If the Queen of Witches fails a saving throw, she can choose to succeed instead.

Token of Favor. The Queen of Witches can spend 1 minute cutting and tying a lock of her hair into a small token of her favor. A creature that is wearing or carrying the favor gains the benefits of the Magic Resistance trait. The Queen can revoke this magic at any time (no action required). If she does so, the creature has disadvantage on saving throws against spells and other magical effects for 24 hours.

ACTIONS

Multiattack. The Queen of Witches makes three Moonsilver Ring attacks or four Mystical Blast attacks. She can replace one attack with a use of spellcasting. If she hits one creature with two Mystical Blast attacks, the target must succeed on a DC 20 Strength saving throw or be pushed up to 10 feet away from her.

Moonsilver Ring. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 15 (2d8 + 6) slashing damage plus 7 (2d6) radiant damage.

Mystical Blast. *Melee or Ranged Spell Attack:* +12 to hit, reach 5 ft. or range 120 ft., one target. *Hit:* 16 (3d6 + 6) force damage.

Spray of Moonlight (Recharge 5–6). The Queen of Witches sends moonlight flooding out from her. Each creature within 15 feet of her must make a DC 20 Dexterity saving throw, taking 42 (12d6) radiant damage on a failed save, or half as much damage on a successful one. If the Queen is standing in an area of moonlight when she uses this action, each creature in the area has disadvantage on the saving throw. A creature that fails the saving throw by 5 or more is blinded until the end of its next turn.

Spellcasting. The Queen of Witches casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (save DC 20):

At will: *faerie fire*, *silent image*, *tongues*

3/day each: *dispel magic*, *hypnotic pattern*, *teleportation circle* (as an action)

2/day each: *bestow curse*, *mass suggestion*, *flesh to stone*

1/day each: *power word kill*, *sleep* (as a 9th level spell), *true polymorph*

REACTIONS

Absorb Spell. When a creature the Queen of Witches can see within 30 feet of her casts a spell, the Queen can absorb the spell's energy, countering it. This works like the *counterspell* spell, except the Queen must always make a spellcasting ability check, no matter the spell's level. Her ability check for this is +10. If she successfully counters the spell, she regains 5 hp for each level of the spell.

LEGENDARY ACTIONS

The Queen of Witches can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Queen regains spent legendary actions at the start of her turn.

Mystical Blast. The Queen makes one Mystical Blast attack.

Teleport. The Queen magically teleports, along with any equipment she is wearing or carrying, to an unoccupied space she can see within 60 feet.

Cast a Spell (Costs 2 Actions). The Queen of Witches uses Spellcasting.

RIVER KING

This powerfully muscled elf lord wears a cloak of foam-trimmed dark blue and a vest of woven green reeds and willow branches. His crown shines like the sun on a lake, and his flowing hair curls and moves even when there is no wind. An orb of blue light that ripples like water circles his hand.

His Rippling Majesty, Ulorian the River King, also bears the titles Defender of the Pearl Tower and Master of the Deep Forest. A lean elf noble with whipcord muscles and flowing grace, the River King rules over the Rippling Court and ultimately all the river elves of the forest. His court resides just beyond the river's reflection, in a realm of fey glamour and silty water.

A Fickle Friend. The River King is a stern ruler with a great love for his people and a quick temper for those who threaten his domain. As much a force of nature as he is a monarch, the River King is known to sometimes forget promises that were made in sincerity, and dealing with him can be perilous at the best of times. "The river may change its course when it wills" is the usual expression among his court when His Rippling Majesty has had a sudden change of heart.

THE RIVER KING'S LAIR

The Court of the River King is a pair of small islands in the middle of a wide, swift river that flows from the mortal realm through a dimension of fey magic. The western keep houses servants, and the eastern is built above the Great Rippling Hall. The Great Rippling Hall is a bubble whose walls and ceiling are the river itself. A driftwood throne dominates the main hall.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the River King takes a lair action to cause one of the following effects; the River King can't use the same effect two rounds in a row:

- **Flash Flooding.** The fey river swells and rushes over the land, or the walls of the Hall buckle and allow the torrent in. A 60-foot line of water that is 10 feet wide rushes from a point on a wall the River King can see within 60 feet of him. Each creature in the line must succeed on a DC 18 Strength saving throw or be pushed up to 20 feet away from the point on the wall, in the direction of the water's flow, and take 9 (2d8) bludgeoning damage.
- **Invoke Drowning.** River water fills the mouth and throat of one creature the River King can see within 60 feet of him. The target must succeed on a DC 18 Constitution saving throw or begin suffocating. A suffocating but conscious target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Any creature can take an action to force the water from the target's lungs by succeeding on a DC 15 Wisdom (Medicine) check, ending the effect. Otherwise, the effect lasts until the River King uses this lair action again or until the River King dies.
- **Imperial Impression.** The River King's commanding and elegant presence in his magnificent lair overwhelms one creature he can see within 120 feet. The target must succeed on a DC 18 Charisma saving throw or be charmed by the River King until initiative count 20 on the next round.

REGIONAL EFFECTS

The region containing the River King's lair is warped by his magic, which creates one or more of the following effects:

- **Rushing Rapids.** The currents of rivers and streams within 3 miles of the lair become strong and erratic. Each creature swimming in these rivers and streams has disadvantage on Strength (Athletics) checks to swim, unless it has a swimming speed.
- **Stormy Weather.** Rain and thunderstorms are common within 6 miles of the lair, and they often build to torrential downpours that obscure vision and cause waterways to overflow their banks.
- **Well-Stocked Waterways.** Lakes, ponds, rivers, and streams within 10 miles of the lair teem with fish and other wildlife.

If the River King dies, these effects fade over the course of 1d10 days.

RIVER KING

Medium Fey, Chaotic Neutral

Armor Class 18 (natural armor)

Hit Points 190 (20d8 + 100)

Speed 30 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	17 (+3)	20 (+5)	14 (+2)	13 (+1)	17 (+3)

Saving Throws Dex +8, Con +10, Wis +6

Skills Intimidation +8, Nature +7, Perception +6, Stealth +8

Damage Resistances cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks not made with cold iron weapons

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened

Senses blindsight 10 ft., darkvision 120 ft., passive Perception 16

Languages Common, Elvish, Giant, Primordial

Challenge 16 (15,000 XP) **Proficiency Bonus** +5

Amphibious. The River King can breathe air and water.

Legendary Resistance (3/Day). If the River King fails a saving throw, he can choose to succeed instead.

Riparian Weapons. The River King's weapon attacks are magical. When he hits with any weapon, the weapon deals an extra 10 (3d6) poison damage (included in the attack).

ACTIONS

Multiattack. The River King makes two Longsword or Flood Blast attacks.

Longsword. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) slashing damage, or 10 (1d10 + 5) slashing damage if used with two hands, plus 10 (3d6) poison damage.

Flood Blast. *Ranged Spell Attack:* +8 to hit, range 120 ft., one target. *Hit:* 21 (4d8 + 3) bludgeoning damage, and the target must succeed on a DC 18 Strength saving throw or be pushed up to 30 feet away from the River King and knocked prone.

Grasping Whirlpool (Recharge 5-6). The River King magically creates a swirling vortex of water centered on a point he can see within 60 feet. The vortex appears in the shape of a cylinder that is 15 feet tall with a 10-foot radius. Each creature in the area must make a DC 18 Strength saving throw. On a failure, a creature takes 36 (8d8) bludgeoning damage and is restrained. On a success, a creature takes half the damage, isn't restrained, and can choose to be pushed out of the whirlpool's space. A creature that chooses not to be pushed suffers the consequences of a failed saving throw. While restrained, a creature is unable to breathe unless it can breathe water, and it must succeed on a DC 18 Strength saving throw at the end of each of its turns or take 18 (4d8) bludgeoning damage. A creature, including the restrained creature, can take an action to free the restrained creature by succeeding on a DC 18 Strength check. A creature with a swimming speed has advantage on the saving throw and on the Strength check to escape.

Spellcasting. The River King casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (save DC 16):

At will: *create or destroy water*, *water breathing*

3/day each: *freedom of movement*, *control water*

1/day: *control weather* (as an action)

REACTIONS

Blade Current. When a creature within 5 feet of the River King stands up from prone, he can make one Longsword attack against that creature.

LEGENDARY ACTIONS

The River King can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The River King regains spent legendary actions at the start of his turn.

Attack. The River King makes a Longsword or Flood Blast attack.

Flow. The River King moves up to his walking speed, or swims up to half his swimming speed, without provoking opportunity attacks.

Ripple (Costs 2 Actions). The River King magically ripples like sunlight on the surface of water. Until the start of his next turn, attack rolls against him have disadvantage.

SNOW QUEEN

This severe elf has pale, almost white skin and tightly braided blond hair. Her gown is exquisite, fashioned of luminous blue fabric that catches light and shines from within. Lacy ice crystals accent the gown, and a snow-white mantle cascades from her shoulders. Icicles radiate in a crownlike halo behind her head, drifting gracefully through the air.

Her Crystalline Majesty, Morrinn, is the cold-hearted Snow Queen, Daughter of Boreas. The Snow Queen rules a northern kingdom in the remote, frozen reaches of the world. Perpetually shrouded in snow and ice, her domain is inhospitable to outsiders. She rules from a castle of delicate spires carved entirely out of ice. The dwelling catches and reflects even the faintest glimmer of light, shining like a beacon and enticing travelers to risk the dangerous winter realm.

Queen of Giants. The Snow Queen is proud and cruel to any who cross her. Her daughters, the ice maidens (see page 238), roam her kingdom with ease. Travelers who can't give a good reason to be moving through the Queen's territory meet a quick end in the maidens' chilly embrace. The Snow Queen commands the loyalty of winter-born tribes of fraughashar (see page 192), ogres, frost giants, thursir giants (see page 210), and trollkin (see page 371). She is said to have mocked both Thor and Loki and often leads their priests astray into winter storms.

THE SNOW QUEEN'S LAIR

The Snow Queen's lair is a castle made of ice. Sunlight and moonlight flash through the delicate spires and translucent walls, setting the palace agleam even in the deepest night. The castle reflects its mistress: beautiful, cold, and unforgivingly deadly.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the Snow Queen takes a lair action to cause one of the following effects; the Snow Queen can't use the same effect two rounds in a row:

- **Induce Snow Blindness.** The snow and ice of the lair shimmer and gleam, catching the light and flashing it into the eyes of the Snow Queen's foes. Each hostile creature within 30 feet of the Snow Queen has disadvantage on attack rolls against her until initiative count 20 on the next round.
- **Isolated Blizzard.** A blast of wintry weather and heavy snow falls in a 30-foot radius centered on a point on the ground that the Snow Queen can see within 120 feet of her. The area becomes difficult terrain, and each creature that enters the area for the first time on a turn must succeed on a DC 18 Strength saving throw or be restrained by the snow. A creature, including the restrained creature, can take an action to free the restrained creature by succeeding on a DC 18 Strength check. The snow melts away when the Queen uses this lair action again or when the Queen dies.
- **Snow Wall.** A wall of dense snow erupts on a solid surface within 120 feet of the Snow Queen. The wall is up to 60 feet long, 10 feet high, and 5 feet thick, and it blocks line of sight. When the wall appears, each creature in its area must succeed on a DC 18 Dexterity saving throw or take 14 (4d6) cold damage and be pushed 5 feet out of the wall's space, appearing on whichever side of the wall it wants. A creature can move through the wall, though the wall is filled with freezing snow. For every 1 foot a creature moves through the wall, it must spend 4 feet of movement. A creature that starts its turn in the wall or enters the wall's space for the first time on a turn must make a DC 18 Constitution saving throw, taking 14 (4d6) cold damage on a failed save, or half as much damage on a successful one. Each 10-foot section of the wall has AC 5, 15 hp, vulnerability to fire damage, resistance to bludgeoning damage, and immunity to cold, poison, and psychic damage. The wall melts when the Queen uses this lair action again or when she dies.

REGIONAL EFFECTS

The region containing the Snow Queen's lair is warped by her magic, which creates one or more of the following effects:

- **Concealing Flurries.** Light snowfall or swirling powder blown by the wind lightly obscures the area within 5 miles of the lair.
- **Permafrost.** Within 10 miles of the lair, snow and ice resist melting, doing so only after prolonged contact with fire or other major source of heat.
- **Snow-Covered Land.** Deep snow and frequent snowfall make the area within 3 miles of the lair difficult terrain for Medium and smaller creatures.

If the Snow Queen dies, these effects fade over the course of 1d10 days.

SNOW QUEEN

Medium Fey, Neutral Evil

Armor Class 17 (natural armor)

Hit Points 182 (28d8 + 56)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	14 (+2)	18 (+4)	20 (+5)	18 (+4)

Saving Throws Dex +9, Con +7, Cha +9

Skills Perception +10, Stealth +9

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks not made with cold iron weapons

Damage Immunities cold

Condition Immunities charmed, exhaustion, frightened

Senses blindsight 10 ft., darkvision 120 ft., passive Perception 20

Languages Common, Elvish, Giant, Sylvan

Challenge 16 (15,000 XP) **Proficiency Bonus** +5

Ice Climb. When climbing on ice, the Snow Queen has a climbing speed of 20 feet, and she can climb difficult surfaces made of ice and snow, including upside down on ceilings, without needing to make an ability check.

Icy Weapons. The Snow Queen's weapon attacks are magical. When she hits with any weapon, the weapon deals an extra 2d6 cold damage (included in the attack).

Legendary Resistance (3/Day). If the Snow Queen fails a saving throw, she can choose to succeed instead.

Snowsight. The Snow Queen can see through areas obscured by snowfall, sleet, rain, and other wintry precipitation without penalty.

Snow Walk. The Snow Queen can move across icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost her extra movement.

ACTIONS

Multiattack. The Snow Queen makes two Claw or Ice Bolt attacks.

Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage plus 7 (2d6) cold damage.

Ice Bolt. *Ranged Spell Attack:* +10 to hit, range 120 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage plus 7 (2d6) cold damage. The target's speed is reduced by 10 feet until the end of its next turn.

Cold Snap (Recharge 5-6). The Snow Queen causes the temperature around her to drop dramatically. Each creature without 30 feet of the Snow Queen must make a DC 18 Constitution saving throw. On a failure, a creature takes 42 (12d6) cold damage and suffers one level of exhaustion. On a success, a creature takes half the damage and doesn't suffer exhaustion. A creature that is immune to cold damage doesn't suffer exhaustion, even if it fails the saving throw. A creature that fails the saving throw by 5 or more is petrified in ice for 1 minute. A petrified creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. A petrified creature that takes fire damage has advantage on the saving throw to end the effect.

LEGENDARY ACTIONS

The Snow Queen can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Snow Queen regains spent legendary actions at the start of her turn.

Attack. The Snow Queen makes a Claw or Ice Bolt attack.

Move. The Snow Queen moves up to her speed without provoking opportunity attacks.

Snowblind. One creature the Snow Queen can see within 120 feet of her must succeed on a DC 18 Dexterity saving throw or be blinded by swirling snow until the end of its next turn.

Wintry Swirl (Costs 2 Actions). Each creature within 15 feet of the Snow Queen must succeed on a DC 18 Constitution saving throw or have vulnerability to cold damage until the end of its next turn. A creature with immunity to cold damage that fails this saving throw instead loses its immunity to cold damage but isn't vulnerable to it.

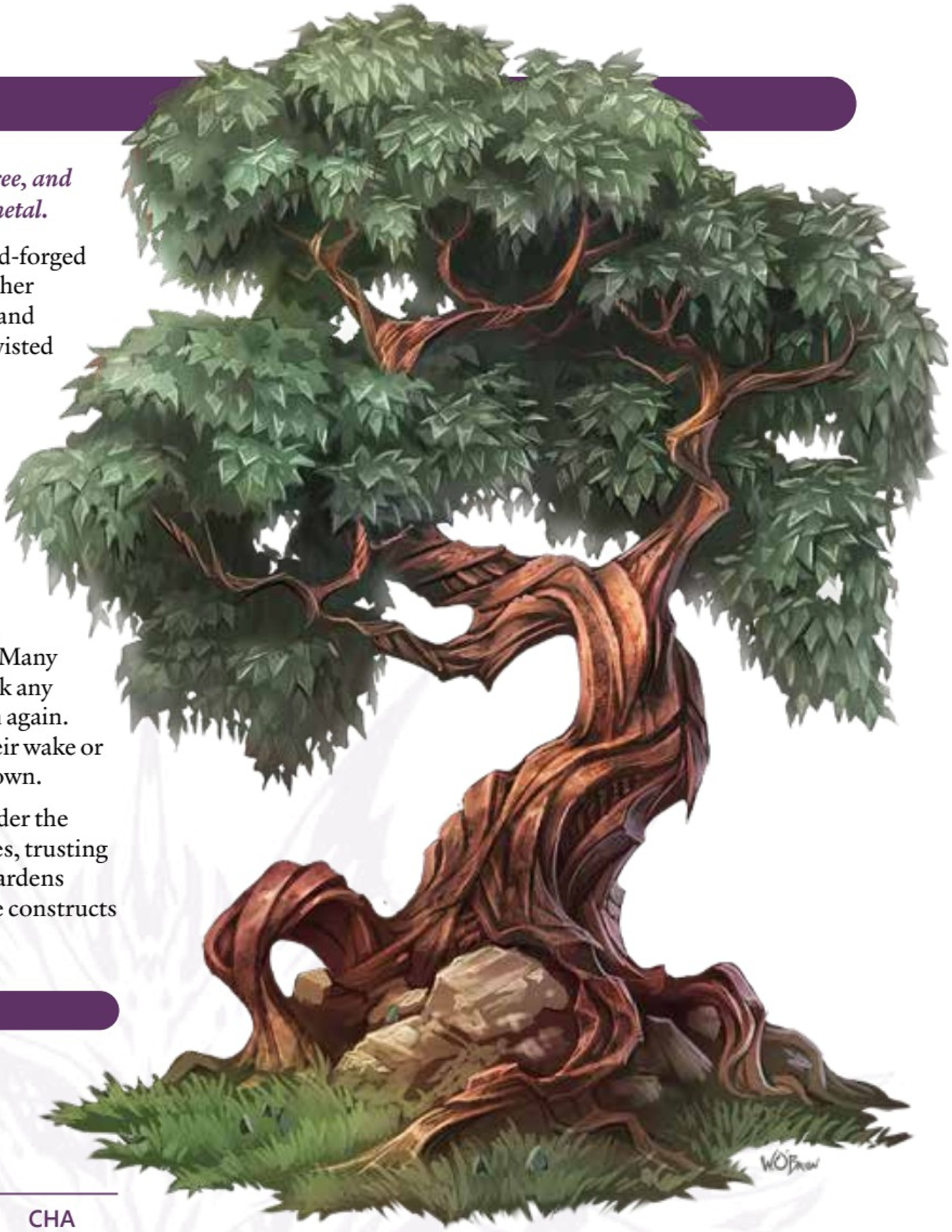
Feyward Tree

Dark, bark-like rust encrusts the trunk of this metal tree, and its dull metallic leaves rustle with the sound of sharp metal.

Cold Iron Trees. These ferrous constructs are cold-forged in a process taking several years, as bits of rust and other oxidation are cultivated one layer at a time into bark and branches. In this way, the artificers create massive, twisted trunks resembling real, gnarled trees. Green-tinged leaves of beaten cold iron are welded in place by the master craftsmen, and trained warmages bring the construct to life through intense magical rituals rumored to take a full turn of seasons.

Fey Destroyers. The feyward tree unswervingly obeys the commands of its creators, guarding key points of entry across fey rivers and streams, abandoned sacred groves deep in the forest, suspected faerie rings, or possible elf encampments. Many are released deep in elvish woods with orders to attack any fey on sight. These trees are rarely, if ever, heard from again. Whether they leave a bloody trail of flayed elves in their wake or some fey counter-measure neutralizes them is unknown.

Growing Numbers. Each year, the feywardens order the construction and release of a handful of feyward trees, trusting in the destructive nature of the constructs. The feywardens leave nothing to chance, flooding fey forests with the constructs over decades.



Feyward Tree

Huge Construct, Unaligned

Armor Class 17 (natural armor)

Hit Points 126 (12d12 + 48)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	18 (+4)	3 (−4)	11 (+0)	6 (−2)

Saving Throws Dex +3, Wis +3, Cha +1

Skills Perception +3

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks not made with adamantine weapons

Damage Immunities lightning, poison, psychic

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 13

Languages understands the languages of its creator but can't speak

Challenge 8 (3,900 XP) **Proficiency Bonus** +3

Aversion to Cold. If the feyward tree takes cold damage, it has disadvantage on attack rolls and its speed is halved until the end of its next turn.

Construct Nature. The feyward tree doesn't require air, food, drink, or sleep.

Enchanted Leaves. The feyward tree's Razor-Leafed Branch attacks are magical. When the tree hits with its Razor-Leafed Branch, the branch deals an extra 9 (2d8) force damage (included in the attack).

Immutable Form. The feyward tree is immune to any spell or effect that would alter its form.

Lightning Absorption. Whenever the feyward tree is subjected to lightning damage, it takes no damage and instead regains a number of hp equal to the lightning damage dealt.

Magic Resistance. The feyward tree has advantage on saving throws against spells and other magical effects.

Warden's Reach. A creature within 15 feet of a feyward tree that moves away from it provokes an opportunity attack even if the creature takes the Disengage action.

Actions

Multiattack. The feyward tree makes two Razor-Leafed Branch attacks.

Razor-Leafed Branch. *Melee Weapon Attack:* +10 to hit, reach 15 ft., one target. *Hit:* 16 (2d8 + 7) slashing damage plus 9 (2d8) force damage.

Flaying Leaves (Recharge 5–6). The feyward tree launches a barrage of razor-sharp cold iron leaves from its branches. Each creature within 20 feet of the tree must make a DC 15 Dexterity saving throw, taking 28 (8d6) slashing damage on a failed save, or half as much damage on a successful one.

Firebird

This proud bird struts like a peacock, made all the more majestic by its flaming fan of feathers, which shift through the color spectrum.

Guides and Helpers. Firebirds are welcome sights to those in need of warmth and safety. They primarily work at night or in underground areas, where their talents are most needed. Friendly to all creatures, they become aggressive only upon witnessing obviously evil acts. Firebirds enjoy working with good adventuring parties, providing light and healing, though their wanderlust prevents them from staying for long.

Redeemers. Firebirds enjoy acting as reformers. They search for creatures they perceive as potential "light bringers," and they grant boons to such creatures, magically coaxing the creatures into performing good deeds in the hope such acts redeem the creatures.

Magical Feathers. Firebird feathers are prized throughout the mortal world, and occasionally, the creatures bestow feathers upon those they favor. Firebirds also seed hidden locations with specialized feathers, which burst into full-grown firebirds after a year. Firebirds live over 100 years.

FIREBIRD

Small Celestial, Neutral Good

Armor Class 16 (natural armor)

Hit Points 88 (16d6 + 32)

Speed 20 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	19 (+4)	14 (+2)	16 (+3)	15 (+2)	21 (+5)

Saving Throws Wis +4, Cha +7

Skills Insight +4, Medicine +4, Perception +6

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities fire, poison

Condition Immunities charmed, frightened, poisoned

Senses truesight 60 ft., passive Perception 16

Languages Celestial, Common, Primordial, telepathy 60 ft.

Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Enforce Good Deeds. A creature that has received assistance, such as healing or a glowing feather, from the firebird must succeed on a DC 15 Wisdom saving throw or be affected by the *geas* spell for 30 days. While under the *geas*, the affected creature must assist nonhostile creatures suffering from starvation or thirst by alleviating the starvation or thirst.

Fiery Weapons. The firebird's weapon attacks are magical. When the firebird hits with any weapon, the weapon deals an extra 2d6 fire damage (included in the attack).

Glowing Feathers. The firebird sheds bright light in a 5- to 20-foot radius and dim light for an additional number of feet equal to the chosen radius. The firebird can alter the radius as a bonus action. If the firebird willingly gifts a feather to a creature, the feather sheds bright light in a 10-foot radius and dim light for an additional 10 feet indefinitely.

Magic Resistance. The firebird has advantage on saving throws against spells and other magical effects.

Warming Presence. The firebird and each creature within 5 feet of it are immune to the effects of cold environments, provided the cold is caused by naturally occurring weather and climate. When the firebird is inside a structure, it can choose for this trait to affect all creatures within the structure (no action required), regardless of how close they are to it.

ACTIONS

Multiattack. The firebird makes one Beak attack and one Talon attack.

Beak. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage plus 7 (2d6) fire damage.

Talon. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) slashing damage plus 7 (2d6) fire damage.

Blinding Ray (Recharge 5–6). The firebird fires a burning ray of light from its tail feathers in a 30-foot line that is 5 feet wide. Each creature in that line must make a DC 15 Dexterity saving throw. On a failure, a creature takes 17 (5d6) fire damage and is blinded until the end of its next turn. On a success, a creature takes half the damage and isn't blinded.

Healing Feathers (3/Day). The firebird touches another creature, brushing its wings against the creature. The target magically regains 10 (3d6) hp and is freed from any disease, poison, blindness, or deafness.

Firegeist

Wisps of black smoke and spots of bright flame coalesce into a vaguely humanoid shape.

Elemental Echoes. When a fire elemental meets its destruction in a particularly humiliating fashion, particularly by humanoids, while summoned away from its home plane, its remains transform into a firegeist. Malevolent and resentful, they exist for revenge.

Indiscriminate Arsonists. Firegeists are not adept at telling one humanoid from another, and they are satisfied with burning any similar creature, providing the creature is flammable.

Brighter Light, Darker Smoke. A firegeist can shine brightly or be primarily smoky and dark, as it wishes. It always sheds a little light.

Firegeist

Small Elemental, Neutral Evil

Armor Class 14

Hit Points 82 (15d6 + 30)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
7 (−2)	18 (+4)	14 (+2)	4 (−3)	16 (+3)	6 (−2)

Skills Perception +5

Damage Immunities fire, poison

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 15

Languages Ignan

Challenge 2 (450 XP) **Proficiency Bonus** +2

Elemental Nature. The firegeist doesn't require air, food, drink, or sleep.

Hide By Firelight. The firegeist has advantage on Dexterity (Stealth) checks made to hide in fire or in areas lit by nonmagical fire.

Magical Light Sensitivity. While in an area of light created by a spell or other magical effect, the firegeist has disadvantage on attack rolls and ability checks.

Variable Illumination. The firegeist sheds dim light in a 5- to 20-foot radius. It can alter the radius as a bonus action.

Water Susceptibility. For every 5 feet the firegeist moves in water, or for every gallon of water splashed on it, it takes 1 cold damage.

Actions

Burning Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage plus 7 (2d6) fire damage. If the target is a flammable object, it ignites. If the target is a creature, the target must succeed on a DC 13 Dexterity saving throw or ignite. Until a creature takes an action to douse the fire, the target takes 3 (1d6) fire damage at the start of each of its turns.

Burning Terror (Recharge 5–6). The firegeist assaults the mind of one creature it can see within 30 feet of it with the painful, humiliating memory of the firegeist's first death. The target must make a DC 13 Wisdom saving throw. On a failure, the target takes 14 (4d6) fire damage and is frightened for 1 minute. On a success, the target takes half the damage and isn't frightened. While frightened, the creature takes 3 (1d6) fire damage at the start of each of its turns. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Flutterflesh

This mass of fused corpses resembles a butterfly with wings of skin, limbs of bone, and a head formed of several different skulls. The dark magic that formed this abomination swirls around it hungrily.

Bound by Necromancy. Flutterfleshes are created in terrible necromantic rituals. Cultists gather in the name of a dark god, powerful lich, or crazed madman, and forever bind themselves body and soul into a single evil being. Flutterfleshes take recently severed limbs and fuse these new pieces to themselves in accordance with some unknowable aesthetic.

Dilemma of Flesh. The most horrifying thing about a flutterflesh, however, is its devious nature. A flutterflesh offers its prey the choice to either die or lose a limb. If it accepts the limb, the flutterflesh then leaves the victim alone. One can always tell where a flutterflesh resides because so many of the locals are missing appendages.

Flutterflesh

Large Undead, Chaotic Evil

Armor Class 16 (natural armor)

Hit Points 187 (22d10 + 66)

Speed 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	17 (+3)	12 (+1)	16 (+3)	10 (+0)

Saving Throws Str +4, Wis +7

Skills Deception +4, Perception +7, Stealth +8

Damage Vulnerabilities radiant

Damage Resistances cold, lightning; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities necrotic, poison

Condition Immunities charmed, paralyzed, exhaustion, poisoned, stunned, unconscious

Senses darkvision 120 ft., passive Perception 17

Languages Common, Darakhul

Challenge 12 (8,400 XP) **Proficiency Bonus** +4

Merciful Exchange. If the flutterflesh reduces a creature to 0 hp with a melee attack, it can cut off one of the creature's limbs. If it does so, the target is reduced to 1 hp instead.

Necrotic Weapons. The flutterflesh's weapon attacks are magical. When the flutterflesh hits with any weapon, the weapon deals an extra 2d8 necrotic damage (included in the attack).

Regeneration. The flutterflesh regains 10 hp at the start of its turn. If the flutterflesh takes fire or radiant damage, this trait doesn't function at the start of the flutterflesh's next turn. The flutterflesh dies only if it starts its turn with 0 hp and doesn't regenerate.

Turn Resistance. The flutterflesh has advantage on saving throws against any effect that turns undead.

Undead Nature. The flutterflesh doesn't require air, food, drink, or sleep.

Actions

Multiattack. The flutterflesh makes three Bone Spur or Tormenting Gaze attacks. If two Tormenting Gaze attacks hit one creature, the target must succeed on a DC 16 Wisdom saving throw or be paralyzed for 1 minute. A paralyzed creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Bone Spur. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 17 (2d12 + 4) piercing damage plus 9 (2d8) necrotic damage, and the flutterflesh impales the target on one of its bone spurs, grappling the target (escape DC 16). The flutterflesh can have no more than two creatures impaled at a time.

Tormenting Gaze. *Ranged Spell Attack:* +7 to hit, range 120 ft., one creature. *Hit:* 21 (4d8 + 3) psychic damage.

Creeping Death (Recharge 5–6). The flutterflesh emits a wave of necromantic energy, hastening the journey toward death. Each creature within 20 feet of the flutterflesh must make a DC 16 Constitution saving throw, taking 45 (10d8) necrotic damage on a failed save, or half as much damage on a successful one. A creature below half its hp maximum has disadvantage on this saving throw.

Folk of Leng

This person has goatlike legs, small horns partially hidden beneath a hood, and a mouth full of rows of serrated teeth. Its clothes are a mixture of heavy leathers and bright silks.

Dimensional Merchants. The folk of Leng are interplanar merchants and avid slavers, trading silks, rubies, and the magic-infused stones of Leng for humanoid slaves. They sail between worlds in peculiar ships with split, lateen-rigged masts and rigging that howls like the damned in high winds. They are said to befriend Void dragons (see page 128), heralds of darkness (see page 233), and other servants of the Void.

A High Plateau. Leng is a forbidding plateau surrounded by hills and peaks. Its cities are places which some claim have fallen into ruin, and which others claim to have visited in living memory.

Love of Nets. When in combat, the folk of Leng use nets woven from silk taken from their enemies, the spiders of Leng (see page 341).

Folk of Leng

Medium Humanoid, Neutral Evil

Armor Class 14 (studded leather)

Hit Points 68 (8d8 + 32)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	18 (+4)	14 (+2)	16 (+3)	19 (+4)

Saving Throws Dex +4, Wis +5

Skills Arcana +4, Deception +8, Perception +5

Damage Resistances cold

Damage Immunities necrotic

Condition Immunities frightened

Senses passive Perception 15

Languages all

Challenge 2 (450 XP) **Proficiency Bonus** +2

Ethereal Sight. The folk of Leng can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

Leng Rejuvenation. If the folk of Leng dies on the Material Plane, it gains a new body in 1d10 days, regaining all its hp and becoming active again, unless it is killed with radiant damage wielded by a good-aligned creature or its remains are sprinkled with holy water within 24 hours of its death. The folk's new body appears in its family's crypt in Leng.

Mortal Void Traveler. The folk of Leng doesn't require air or ambient pressure.

Phrenic Weapons. The folk of Leng's weapon attacks are magical. When the folk hits with any weapon, the weapon deals an extra 3d6 psychic damage (included in the attack).

Regeneration. The folk of Leng regains 2 hp at the start of its turn. If the folk of Leng takes fire or radiant damage, this trait doesn't function at the start of the folk's next turn. The folk of Leng dies only if it starts its turn with 0 hp and doesn't regenerate.

Actions

Scimitar. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage plus 10 (3d6) psychic damage.

Psychic Bolt. *Ranged Spell Attack:* +6 to hit, range 120 ft., one creature. *Hit:* 14 (3d6 + 4) psychic damage.

Hooked Spider Net. *Ranged Weapon Attack:* +4 to hit, range 10/30 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage plus 10 (3d6) psychic damage, and the target is restrained. While restrained, the target takes 5 (1d10) poison damage at the start of each of its turns. Any creature, including the restrained target, can take an action to remove the net by succeeding on a DC 14 Strength check. If the check succeeds by 5 or more, the creature breaks the net instead, and the folk of Leng can't use the broken net again until it finishes a long rest.

Spellcasting. The folk of Leng casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 14):

At will: *message, minor illusion*

3/day each: *disguise self, suggestion*

Bonus Actions

Etherealness. The folk of Leng enters the Ethereal Plane from the Material Plane, or vice versa. It is visible on the Material Plane while it is in the Border Ethereal, and vice versa, yet it can't affect or be affected by anything on the other plane.

Forest Marauder

A relatively diminutive giant stalks beneath the forest's dark canopy, large spear in hand.

Painted Skin. Roughly the size and shape of an ogre, the forest marauder is covered in paint or colored mud. An exaggerated brow ridge juts out over close-set eyes, and corded muscle stands out all over the giant.

Keep to the Wilderness. Cruel and savage when encountered, the forest marauders' demeanor has worked against them, and they have nearly been driven to extinction in places where they can be easily tracked. They have since learned to raid far from their hidden homes, leading to sightings in unexpected places.

Orc Friends. Forest marauders get along well with orcs and goblins, who appreciate their brute strength and their skill at night raids.

Forest Marauder

Large Giant, Chaotic Evil

Armor Class 15 (natural armor)

Hit Points 114 (12d10 + 48)

Speed 40 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	18 (+4)	6 (−2)	10 (+0)	7 (−2)

Saving Throws Con +6

Skills Stealth +4

Senses darkvision 120 ft., passive Perception 10

Languages Giant, Orcish, Sylvan

Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Forest Camouflage. The giant has advantage on Dexterity (Stealth) checks made to hide in forested terrain.

Sunlight Sensitivity. While in sunlight, the forest marauder has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

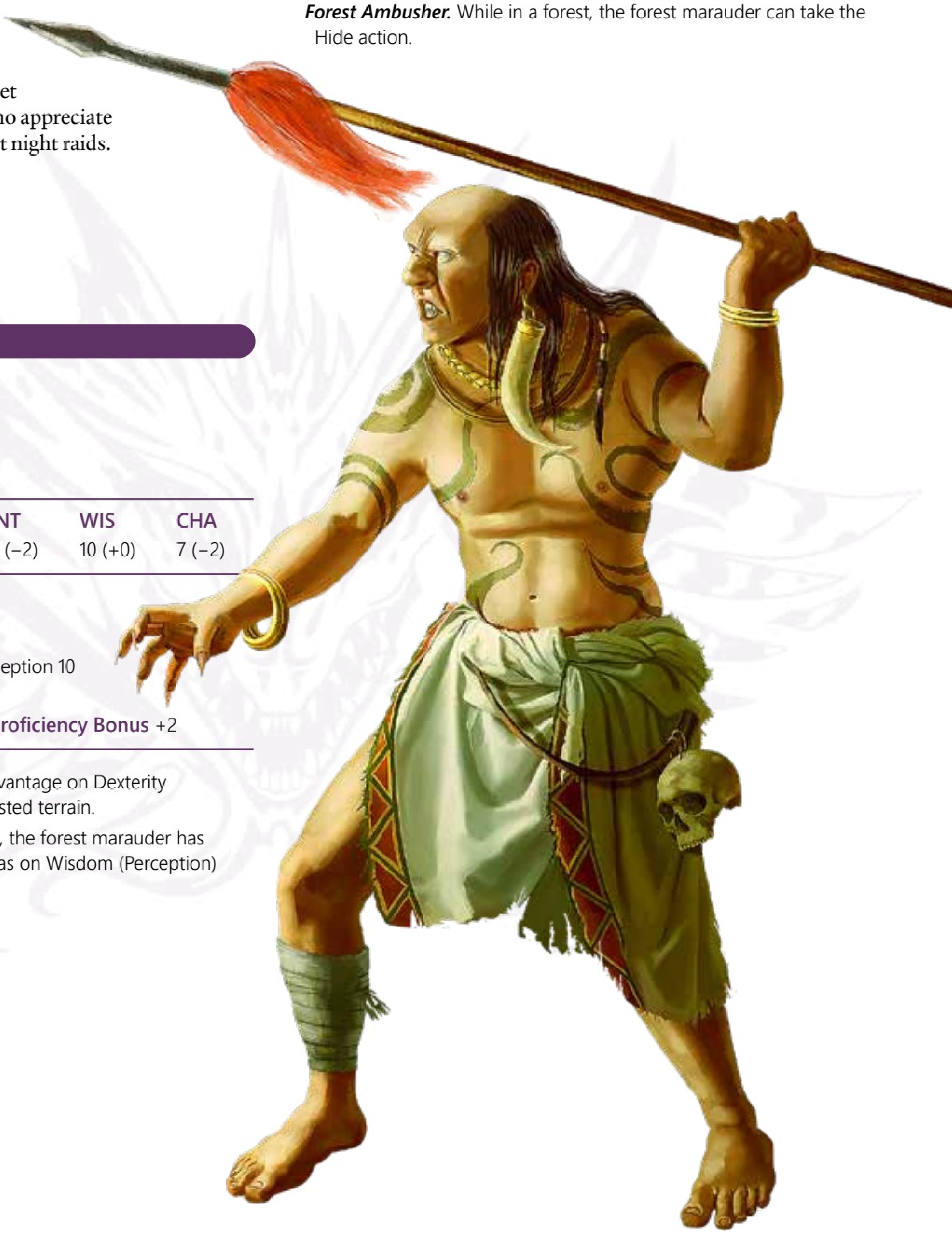
Multiattack. The forest marauder makes two Boar Spear attacks. If both attacks hit one creature, the target must succeed on a DC 15 Strength saving throw or be pushed up to 10 feet away from the marauder. The marauder can choose not to push a creature.

Boar Spear. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage.

Rock. *Ranged Weapon Attack:* +7 to hit, range 30/120 ft., one target. *Hit:* 21 (3d10 + 5) bludgeoning damage.

Bonus Actions

Forest Ambusher. While in a forest, the forest marauder can take the Hide action.



Fraughashar

This slight creature resembles a goblin, but its blue skin and the icicles hanging from the tip of its long nose speak to the chilling truth.

The fraughashar are a race of short, tricky, cruel fey who inhabit cold mountainous regions. Fraughashar have light blue skin, short pointed ears, and needlelike teeth. Delighting in mayhem, they always seem to have devilish grins on their faces.

Sacred Rivers. The fraughashar view cold rivers and river gorges as sacred places in which their wicked god Fraugh dwells, and they likewise revere the snowy peaks where the Snow Queen (see page 184) holds sway. They are fiercely protective of their territory, and their easy mobility over frozen and rocky terrain lets them make short work of intruders.

Chilling Tales. The origin of the strange and deadly fraughashar is unclear. Some druidic legends claim the fraughashar were born out of a winter so cold and cruel that the spirits of the river itself froze. Bardic tales claim that the fraughashar are a tribe of corrupted goblins, and that they were permanently disfigured during a botched attempt at summoning an ice devil. Whatever the truth of their beginnings, the fraughashar are cruel and merciless. They kill anyone who enters their land.

Fraughashar

Small Fey, Neutral Evil

Armor Class 15 (leather armor, shield)

Hit Points 22 (5d6 + 5)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
8 (−1)	14 (+2)	12 (+1)	10 (+0)	14 (+2)	7 (−2)

Skills Stealth +4

Damage Immunities cold

Senses passive Perception 10

Languages Sylvan

Challenge 1/2 (100 XP) **Proficiency Bonus** +2

Deft Snow Walk. The fraughashar can move across icy surfaces without needing to make an ability check, and difficult terrain composed of ice and snow doesn't cost it extra movement. In addition, the fraughashar has advantage on Strength and Dexterity saving throws made against effects that would knock it prone while in icy or snowy terrain.

Actions

Multiattack. The fraughashar makes one Bite attack and one Dagger attack.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Frost Bolt. *Ranged Spell Attack:* +4 to hit, range 60 ft., one target. *Hit:* 7 (2d4 + 2) cold damage.

Frostveil

"They took the sled dogs first, and later the seal-skinner set to guard them. We'd hear a confused, muffled cry in the wind and then we'd find them—a raven harvest, cold and stiff on the ice. Next time, we hid ourselves and watched, and we saw them floating through the air like kites. A wisp of blowing snow that never dispersed, a billowing, snowflake sail moving with sinister purpose. The 'cloak of death' our guide called it."

Whipped through the air by snowstorms and resembling a spider's web dangling with delicate ice crystals, these silently gliding, beautiful killers are semi-sentient plants adapted to the merciless cold of the north.

Cloak of Death. Flat nodes shaped like large snowflakes connect the frostveil's netlike body and trailing tails of transparent fibers. Gossamer tendrils stream behind and between the flying snowflakes, ready to grab and entangle any warm-blooded creature the frostveil detects.

Seek Warmth. Each starlike node contains crude sensory organs, able to detect warmth as meager as a living creature's breath and steer the gliding web toward it.

Spirit Spores. Northern shamans say the dance of the frostveils is beautiful when lit by the northern lights and a powerful omen. With great care, shamans sometimes harvest frostveils for their frozen spore-shards, which grant potent visions of the spirit world when melted on the tongue.

Frostveil

Medium Plant, Unaligned

Armor Class 16 (natural armor)

Hit Points 67 (9d8 + 27)

Speed 10 ft., fly 15 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	20 (+5)	16 (+3)	1 (−5)	11 (+0)	1 (−5)

Skills Stealth +7

Damage Vulnerabilities fire

Damage Resistances bludgeoning and piercing from nonmagical attacks

Damage Immunities cold

Condition Immunities blinded, charmed, deafened, frightened, prone

Senses blindsight 120 ft., passive Perception 10

Languages —

Challenge 4 (1,100 XP)

Proficiency Bonus +2

Chilling Acidic Body. A creature that touches the frostveil or hits it with a melee attack while within 5 feet of it takes 4 (1d8) acid damage.

Damage Transfer. While engulfing a creature, the frostveil takes only half the damage dealt to it (rounded down), and the engulfed creature takes the other half.

False Appearance. While the frostveil remains motionless, it is indistinguishable from a formation of frost and ice.

Windborne. In windy conditions, the frostveil's flying speed increases to 30 feet. In a wind of moderate or greater speed (at least 10 miles per hour), its flying speed increases to 60 feet.

Actions

Multiattack. The frostveil makes two Frozen Tendril attacks. If both attacks hit a Medium or smaller target, the target is grappled (escape DC 15), and the frostveil uses Snowy Engulf on it.

Frozen Tendril. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 9 (1d8 + 5) bludgeoning damage plus 3 (1d6) cold damage.

Snowy Engulf. The frostveil engulfs a Medium or smaller creature grappled by it. The engulfed target is blinded and restrained, and it must succeed on a DC 15 Constitution saving throw at the start of each of the frostveil's turns or take 4 (1d8) acid damage and 3 (1d6) cold damage. If the frostveil moves, the engulfed target moves with it. The frostveil can have only one creature engulfed at a time.

Spirit Spores (Recharge 6). The frostveil releases a puff of psychotropic spores around itself. Each creature within 10 feet of the frostveil must make a DC 15 Constitution saving throw. On a failure, a creature takes 21 (6d6) cold damage and is incapacitated for 1 minute. On a success, a creature takes half the damage and isn't incapacitated. When an incapacitated creature moves, it moves in a random direction. An incapacitated creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Garroter Crab

This blue-black freshwater crab scuttles through the mud by the stream, searching for prey.

Strangling Claws. Garroter crabs are named for their abnormal right claws, which have evolved over time to strangle prey like a barbed whip. This long whip-claw is lined with powerful muscles and joints at the beginning, middle, and end that give it great flexibility.

Clacking Hordes. During mating season, thousands of garroter crabs congregate in remote riverbanks and marshes, and the males whip their shells with a loud clacking sound to attract mates. Familiar with the sound, locals avoid the rivers and streams near their homes during such times.

Tasty Predators. Garroter crabs prey on rodents, cats, and other small animals caught by the riverbank. Considered a delicacy by many, fishing communities near colonies of garroter crabs often have a few skilled fishers capable of bringing in the dangerous crabs.

Unknowing Diviners. Garroter crabs are touched by minor divination power that typically triggers when the crabs attack humanoids, though some humanoids have found ways to prepare the crabs' remains to create the same effect. Because of this peculiar ability, scholars speculate the crabs were created long ago as tools of divination or were gifted by some long-forgotten deity of fate to its followers.

Garroter Crabs in Midgard

Common to the Argent upriver from the Free City of Zobeck, garroter crabs are used by the Kariv and crab diviners in their divinations. The Kariv treat the crabs as sacred creatures and never eat them. However, local Zobeckers hold no such notions and find them quite delectable.

Much larger garroter crabs exist, and the Kariv believe these incredibly rare crabs can be used to shape the future, as well as divine it.

Garroter Crab

Tiny Beast, Unaligned

Armor Class 13 (natural armor)

Hit Points 18 (4d4 + 8)

Speed 30 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	14 (+2)	1 (−5)	10 (+0)	2 (−4)

Skills Athletics +4

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 1/4 (50 XP) **Proficiency Bonus** +2

Amphibious. The garroter crab can breathe air and water.

Strangling Divination. A Humanoid reduced to 0 hp while grappled by the garroter crab experiences a brief vision of the future. This effect works like the *divination* spell, except the reply is only as a mental vision and it can be about any specific goal, event, or activity to occur within 30 days. Once a creature has received a vision in this way, it can't do so again for 30 days.

Actions

Whip-Claw. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage, and the target is grappled (escape DC 12). Until this grapple ends, the target can't speak or cast spells with verbal components, and the crab can't use its Whip Claw on another target.

Gbahali

This large reptile has dagger-like teeth and a scaly hide of shifting colors.

Chameleon Crocodiles. While distantly related to crocodiles, gbahali have adapted to life away from the water. To make up for the lack of cover, gbahali developed hides that shift to match their environments. Gbahali hide changes color to match its surroundings so perfectly that it becomes nearly invisible. Any lonely rock on the grassland might be a gbahali waiting along a trail, caravan route, or watering hole. Their thick hide can be made into hide or leather armor, and with the proper alchemical techniques it retains some of its color-shifting properties.

Strong Hunters. Gbahalis are powerful predators, challenged only by rivals too large for a gbahali to take down or by predators that hunt in packs and prides, such as lions and gnolls. Gbahalis live solitary lives except during the fall, when males seek out females in their territory. Females lay eggs in the spring and guard the nest until the eggs hatch, but the young gbahali are abandoned to their own devices. Killing an adult gbahali is a sign of bravery and skill for many plains hunters.

Sentries and Stragglers. In combat, a gbahali relies on its camouflaging hide to ambush prey. It may wait quietly for hours, but its speed and stealth mean it strikes quickly, especially against weak or solitary prey. Its onslaught is strong enough to scatter a herd and leave behind the slowest for the gbahali to bring down.

Gbahali

Huge Beast, Unaligned

Armor Class 15 (natural armor)

Hit Points 126 (12d12 + 48)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	19 (+4)	2 (−4)	13 (+1)	7 (−2)

Skills Perception +4, Stealth +8

Senses passive Perception 14

Languages —

Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Shifting Camouflage. The gbahali's hide adapts to its current surroundings. The gbahali has advantage on Dexterity (Stealth) checks made to hide in nonmagical, natural terrain.

Actions

Multiattack. The gbahali makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 15). Until this grapple ends, the target is restrained, and the gbahali can't Bite another target.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage.

Gearforged Templar

The bronze and mithral figure advances with heavy movements. Its eye lenses glare a golden hue, and gears click when it swings its greatsword.

Mechanical Champion. An intricate construction of bronze, steel, copper, and mithral, the gearforged templar is an imposing sight. A humanoid spirit contained in a soulgem animates the heavy body of gears and springs. Gearforged are relatively rare, and the templar is a paragon among them.

Tireless Defender. The gearforged templar is relentless in pursuit of its duty. More so than other gearforged, the templar becomes fixed on its charge to the exclusion of distractions and even magical coercion. Gearforged templars serve as commanders of military or guard units, bodyguards for important individuals, or personal champions for nobility.

Gearforged Templar

Medium Construct, Lawful Neutral

Armor Class 18 (natural armor)

Hit Points 71 (11d8 + 22)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	9 (−1)	15 (+2)	12 (+1)	16 (+3)	10 (+0)

Saving Throws Dex +2, Con +5

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison, psychic

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 13

Languages Common

Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Construct Nature. The gearforged templar doesn't require air, food, drink, or sleep.

Actions

Multiattack. The gearforged templar makes four Greatsword or Javelin attacks. If two Greatsword attacks hit one creature, the target must succeed on a DC 15 Strength saving throw or be pushed up to 10 feet away from the templar. The templar can choose not to push a creature.

Greatsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage

Javelin. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Whirlwind (Recharge 5–6). The gearforged templar whirls its greatsword in a great arc. Each creature within 10 feet of the gearforged must make a DC 15 Dexterity saving throw, taking 27 (5d10) slashing damage on a failed save, or half as much damage on a successful one.

Reactions

Defensive Zone. When a creature enters the gearforged templar's reach, the templar makes one Greatsword attack against the creature.

Parry. The gearforged templar adds 3 to its AC against one melee attack that would hit it. To do so, the templar must be able to see the attacker and must be wielding a melee weapon.

Genie, Al-Aeshma

The lower half of this genie is composed of scorching winds and desert sand.

Sand Djinnis. The al-aeshma are former djinn and share the same powers, albeit in a twisted style. Their skin is black as pitch, and their whirlwind form includes much dust and sand. When they are injured, the desert sand flows to seal their wounds and reattach severed limbs.

Obligation of Wishes. Granting three wishes to a mortal is a sacred obligation among the genies, referred to as being wishbound. The Lords of Air mandate this as celestial law, and many believe that a djinni cannot refuse to grant a wish. Certainly, the consequences of disobedience are dire. Djinn who decline to grant a wish, are stripped of their wish power and handed to efreeti for 1,001 years of torture and debasement. Those who survive are banished to wander the Material Plane.

Al-Aeshma Genie

Large Elemental, Chaotic Evil

Armor Class 17 (natural armor)

Hit Points 149 (13d10 + 78)

Speed 30 ft., fly 90 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
21 (+5)	15 (+2)	22 (+6)	15 (+2)	16 (+3)	20 (+5)

Saving Throws Dex +6, Wis +7, Cha +9

Damage Immunities lightning, thunder

Senses darkvision 120 ft., passive Perception 13

Languages Auran, Common, Ignan

Challenge 9 (5,000 XP) **Proficiency Bonus** +4

Air Hatred. The al-aeshma has advantage on attack rolls against creatures that are flying.

Earth Bound. The al-aeshma is anchored to the earth and can't fly far from it. The al-aeshma can't willingly fly more than 30 feet above the ground. If it starts its turn more than 30 feet away from the ground, it loses its damage immunities and is vulnerable to lightning and thunder damage until it starts its turn within 30 feet of the ground.

Elemental Demise. When an al-aeshma dies, its body disintegrates into a swirling spray of coarse sand, leaving behind only equipment it was wearing or carrying.

Regeneration. The al-aeshma regains 10 hp at the start of its turn. If it takes fire or radiant damage, this trait doesn't function at the start of the al-Aeshma's next turn. The al-aeshma dies only if it starts its turn at 0 hp and doesn't regenerate.

Actions

Multiattack. The al-aeshma makes three Scimitar attacks. It can replace one attack with a use of Dust Devil or Spellcasting.

Scimitar. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage plus 7 (2d6) necrotic damage.

Dust Devil. The al-aeshma creates a swirling dust devil centered on a point it can see within 120 feet of it. The dust devil appears in the shape of a cylinder that is 30 feet tall with a 5-foot radius. Each creature in the area and each creature that enters the area for the first time on a turn or starts its turn there must succeed on a DC 17 Strength saving throw or be restrained. While restrained, a creature takes 7 (2d6) slashing damage and 7 (2d6) necrotic damage at the start of each of the al-aeshma's turns. A creature, including a restrained creature, can take an action to free the restrained creature by succeeding on a DC 17 Strength check.

The al-aeshma can use a bonus action on its turn to move the dust devil up to 30 feet. A restrained creature doesn't move with the dust devil when the dust devil moves and is freed if the dust devil moves out of its space. The dust devil lasts until the al-aeshma loses its concentration (as if concentrating on a spell), and the al-aeshma can have only one dust devil active at a time.

Spellcasting. The al-aeshma casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 17):

At will: *detect magic*

3/day each: *create or destroy water* (destroy only), *wind walk* (as an action)

1/day each: *gaseous form*, *invisibility*

Gerridae

This large water-striding insect resembles a strange cross between a camel and a wingless, long-legged locust. A large hollow in the small of its back holds enough space for a rider.

Elvish Water Steeds. Known by their Elvish name, these large fey water striders were enchanted and bred by the elves in ages past, when their explorers roamed the world. Elven mages started with normal water striders and—through elaborate magical procedures and complex cross-breeding programs—transformed the mundane water striders into large, docile mounts. They can cross large bodies of water quickly while carrying a humanoid rider, even in windy conditions.

Fond of Sweet Scents. Gerridae can sometimes be distracted by appealing scents, such as from apple blossoms or fresh hay. They are also fond of raw duck and swan.

Gerridae

Large Fey, Unaligned

Armor Class 14 (natural armor)

Hit Points 76 (9d10 + 27)

Speed 40 ft., swim 80 ft. (20 ft. when walking on land)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	17 (+3)	2 (−4)	13 (+1)	7 (−2)

Senses darkvision 60 ft., passive Perception 11

Languages —

Challenge 1 (200 XP) **Proficiency Bonus** +2

Bred to the Saddle. The gerridae can't be charmed or frightened while it has a rider.

Water Bound. For every hour the gerridae spends on dry land, its hp maximum is reduced by 2 (1d4).

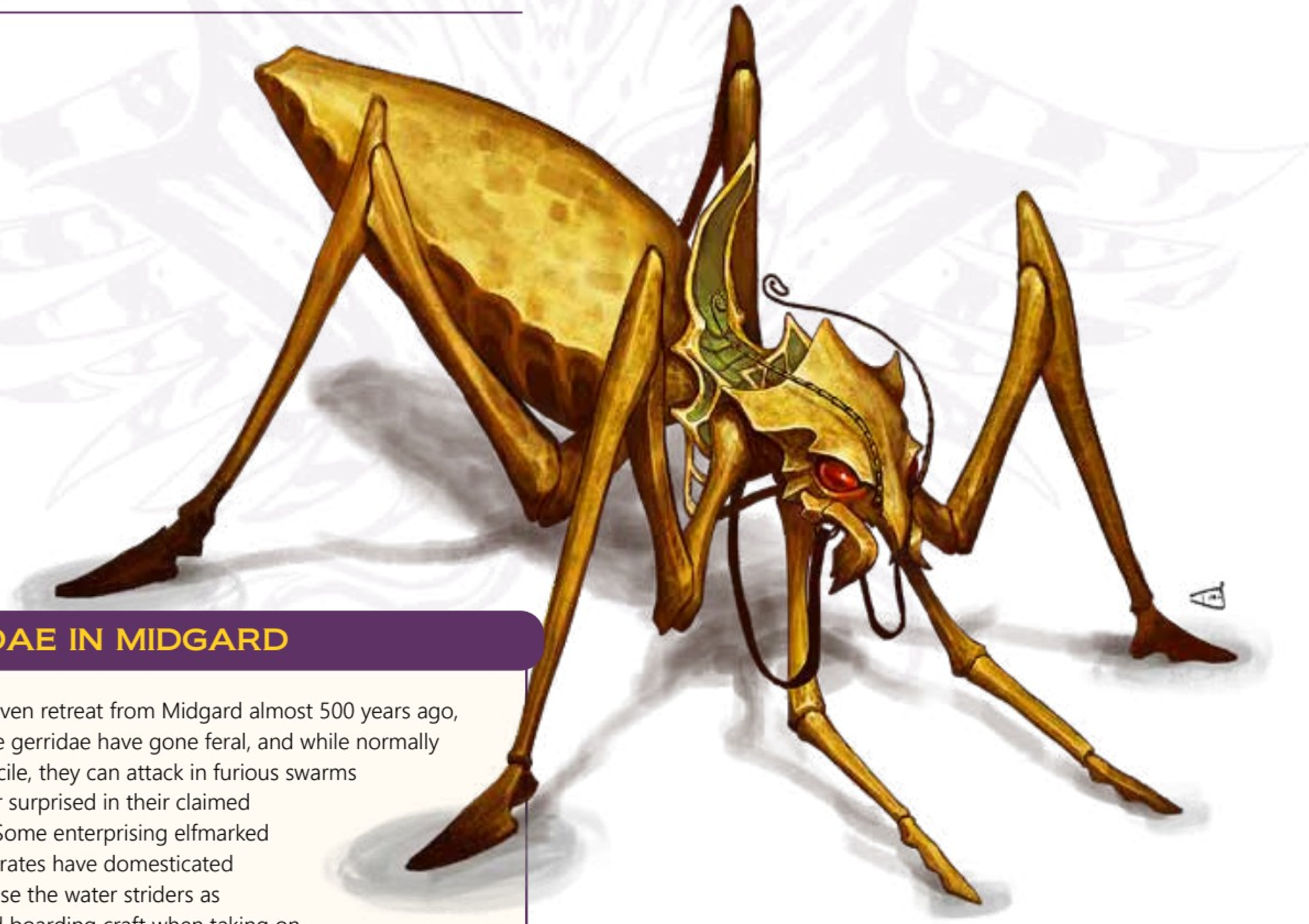
Water Walker. The gerridae can move across the surface of water as if it were harmless, solid ground. This trait works like the *water walk* spell.

Actions

Multiattack. The gerridae makes one Bite attack and one Claw attack.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) slashing damage.



Gerridae in Midgard

Since the elven retreat from Midgard almost 500 years ago, many of the gerridae have gone feral, and while normally shy and docile, they can attack in furious swarms if hunted or surprised in their claimed territories. Some enterprising elfmarked Barsellan pirates have domesticated them and use the water striders as chasers and boarding craft when taking on Bemmean and Septime ships.

Ghost Knight

The skeleton's armor creaks as its decaying mount shifts and emits a ghostly whinny. The skeleton sets its lance, skulls dangling from the hilt, and charges.

Servants Beyond Death. Some orders of knighthood require service after death; ghost knights are one such group. Both the willing and the conscripts enter the order as living men and women, and those who serve bravely and loyally for five years or more are "raised up" into the ranks of the undead by their undead lords, becoming fully-fledged ghost knights.

Undead Mounts. To advance through the ranks of the order, the ghost knight accepts the blessing of undeath, which extends to its mount. Riding an undead warhorse (use the statistics of a warhorse skeleton), the ghost knight is a dangerous foe, spearing enemies with its lance and trampling foes under its mount's hooves.

Ghost Knight

Medium Undead, Lawful Evil

Armor Class 17 (half plate)
Hit Points 130 (20d8 + 40)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	14 (+2)	8 (–1)	10 (+0)	7 (–2)

Skills Athletics +6, Animal Handling +3, Perception +3, Stealth +5
Damage Resistances necrotic
Damage Immunities poison
Condition Immunities charmed, exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 13
Languages Common
Challenge 7 (2,900 XP) **Proficiency Bonus** +3

Locked Saddle. The ghost knight can't be knocked prone, dismounted, or moved against its will while mounted.

Mounted Warrior. The ghost knight is rarely seen without its warhorse skeleton mount. The warhorse skeleton wears custom barding that raises its Armor Class to 15, and it has immunity to necrotic damage. While the ghost knight is mounted, its mount can't be charmed or frightened.

Necrotic Weapons. The ghost knight's weapon attacks are magical. When the knight hits with any weapon, the weapon deals an extra 2d6 necrotic damage (included in the attack).

Spirited Charge. If the ghost knight moves at least 20 feet straight toward a creature while mounted and then hits with a Lance attack on the same turn, the ghost knight can use a bonus action to command its mount to make one melee weapon attack against that creature as a reaction.

Turning Defiance. The ghost knight and any undead within 30 feet of it have advantage on saving throws against effects that turn undead.

Undead Nature. The ghost knight doesn't require air, food, drink, or sleep.

Actions

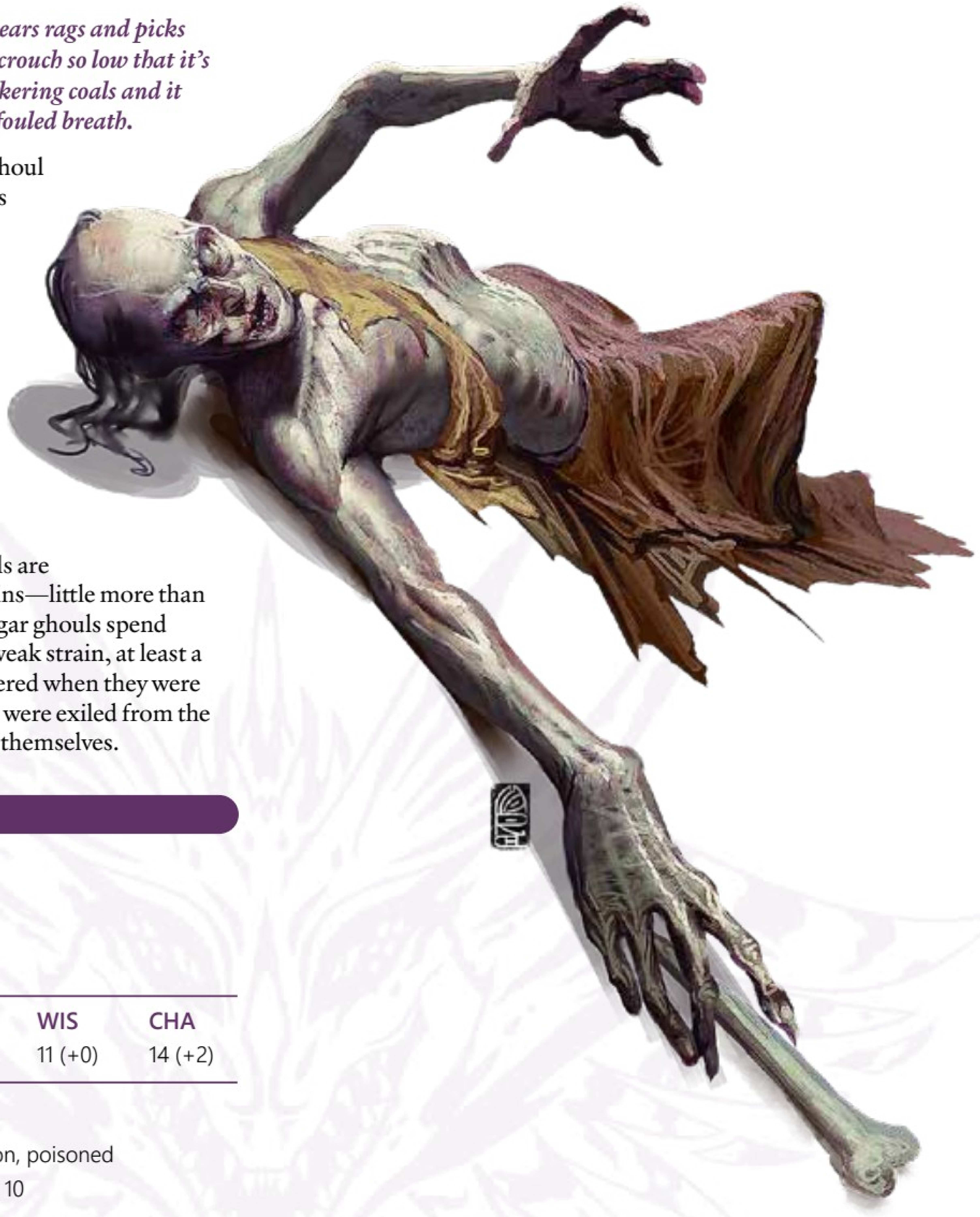
Multiattack. The ghost knight makes three Battleaxe or Lance attacks. If the ghost knight is mounted, it can make two Battleaxe or Lance attacks, and its mount can make one melee weapon attack.

Battleaxe. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands, plus 7 (2d6) necrotic damage.

Lance. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 9 (1d12 + 3) piercing damage plus 7 (2d6) necrotic damage.

Ghoul, Beggar

This emaciated, gray husk of a creature wears rags and picks hungrily at a sliver of bone. It moves in a crouch so low that it's almost crawling, but its eyes glow like flickering coals and it exudes a desperate ferocity with each rot-fouled breath.



Lesser Ghouls. Most citizens of the ghoul empire are not darakhul but lesser strains of ghouls and ghasts. Beggar ghouls are by far the weakest of these. Though they make up the majority of any military action involving the legions, they are employed as fodder, and the most wretched of them are barely suitable even for that. They eke out miserable livings by scrounging for food near the surface or by begging in the ghoul cities.

Withered and Deprived. Thin and emaciated even for undead, beggar ghouls are shriveled versions of their standard cousins—little more than flesh-covered skeletons. While some beggar ghouls spend their entire existence in undeath as this weak strain, at least a few were once stronger ghouls who withered when they were trapped far from sources of flesh. Others were exiled from the empire without the resources to fend for themselves.

Beggar Ghoul

Medium Undead, Chaotic Evil

Armor Class 12

Hit Points 13 (3d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	10 (+0)	12 (+1)	11 (+0)	14 (+2)

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Undercommon

Challenge 1/2 (100 XP) **Proficiency Bonus** +2

Hungry Dead Nature. The ghoul requires no air or sleep.

Pack Tactics. The beggar ghoul has advantage on attack rolls against a creature if at least one of the beggar ghoul's allies is within 5 feet of the creature and the ally isn't incapacitated.

Savage Hunger. Its Bite attack is a critical hit if the beggar ghoul bites a creature it has surprised.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) piercing damage.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) slashing damage. If the target is a creature other than an elf or Undead, it must succeed on a DC 10 Constitution saving throw or be paralyzed for 1 minute. A paralyzed target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Ghouls in Midgard

The ghoul empire maintains complex social structures and forges serious alliances, particularly among the undead princes of Morgau and Doresh. Unofficial embassies exist in Zobeck, the Ironcrag Cantons, Krakova, and Magdar. Other hidden outposts may lurk below the Seven Cities, Illyria, or beyond.

Their patience and willingness to convert enemies into followers makes lasting victories against the darakhul difficult. Three full legions of ghouls serve Emperor Nicoforus directly, and a dozen more legions of varying quality press the fight to other races of the Underworld.

Ghoul, Bonepowder

Distilled to nothing but dry, whispering sand and a full set of teeth, this ghoulish creature still hungers for flesh and blood.

Starved into Dust. The bonepowder ghoul is a small and unassuming pile of dust and bone fragments. Ghouls can achieve this powdery form through long starvation, a process that invariably takes decades. Rarely purposefully created, a bonepowder ghoul typically rises from the remnants of a ghoul trapped away from food, becoming animate hunger and hatred.

Whispering Voices. Though bonepowder ghouls speak, their voices are faint. When they drain life force from living creatures, their dusty forms gain some substance, strengthening their voices enough to cast spells and command allies.

Bonepowder Ghoul

Small Undead, Neutral Evil

Armor Class 18 (natural armor)

Hit Points 180 (24d6 + 96)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	20 (+5)	18 (+4)	19 (+4)	15 (+2)	18 (+4)

Saving Throws Dex +9, Con +8, Wis +6, Cha +8

Skills Perception +6, Stealth +9

Damage Resistances cold, lightning; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses darkvision 60 ft., passive Perception 16

Languages Common, Darakhul, Draconic, Dwarvish

Challenge 12 (8,400 XP) **Proficiency Bonus** +4

Amorphous (Dust Form Only). The bonepowder ghoul can move through a space as narrow as 1 inch wide without squeezing.

Hungry Dead Nature. The ghoul requires no air or sleep.

Turning Defiance. The bonepowder ghoul and any ghouls within 30 feet of it have advantage on saving throws against effects that turn Undead.

Actions

Multiattack. The bonepowder ghoul makes two Bite attacks. It can replace one Bite attack with a use of Gravedust or Spellcasting. If both Bite attacks hit the same creature, the target must succeed on a DC 17 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 18 (3d8 + 5) piercing damage plus 9 (2d8) necrotic damage, and the target's Strength score is reduced by 1d4. The target dies if this reduces its Strength to 0. Otherwise, the reduction lasts until the target finishes a short or long rest. If the target is a Humanoid, it must succeed on a DC 17 Constitution saving throw or contract the *darakhul fever* disease (see the Darakhul Fever sidebar).

Gravedust. The ghoul projects a 30-foot cone of grave dust. Each creature in the area must succeed on a DC 17 Dexterity saving throw or take 13 (3d8) necrotic damage. If a creature is a Humanoid, it must also succeed on a DC 17 Constitution saving throw or contract the *darakhul fever* disease (see the Darakhul Fever sidebar).

Whirlwind (Dust Form Only; Recharge 5–6). The ghoul creates a whirlwind of bones and teeth in a 20-foot cube originating from it. Each creature in that area must make a DC 17 Dexterity saving throw. On a failure, a creature takes 55 (10d10) slashing damage, and its Strength score is reduced by 1d6. The creature dies if this reduces its Strength to 0. Otherwise, the reduction lasts until the target finishes a short or long rest. On a success, a creature takes half the damage and its Strength score isn't reduced.

Spellcasting (Coalesced Form Only). The bonepowder ghoul casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 16):

At will: *dispel magic, mage hand, ray of enfeeblement*

3/day each: *blindness/deafness, fear*

1/day: *phantasmal killer*

Reactions

Coalesce. When a bonepowder ghoul deals necrotic damage with Gravedust to at least one creature that isn't a Construct or Undead, it can magically transform from its dusty form into a coalesced form. Its statistics are the same in each form, except it can speak audibly only in its coalesced form. The coalesced form lasts for a number of minutes equal to the total necrotic damage it dealt with Gravedust to creatures that aren't Constructs or Undead or until the ghoul ends it as a bonus action.

Ghoul, Darakhul

Intelligence gleams in the eyes of the well-dressed ghoul. It smiles a greeting, barely revealing sharp teeth.

Imperial Cunning. In the lightless depths, an empire of devouring ambition grows and plots and dreams. They call themselves the People, but the people of the surface world call them the Lords Subterranean, the Ghoul Imperium, or simply the Empire of the Ghouls. To them, if you are not a member of the People, you are food.

Darakhul

Medium Undead, Neutral Evil

Armor Class 18 (scale mail, shield)

Hit Points 78 (12d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	14 (+2)	14 (+2)	12 (+1)	12 (+1)

Skills Deception +3, Stealth +5

Damage Resistances necrotic

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 11

Languages Common, Darakhul

Challenge 3 (700 XP) **Proficiency Bonus** +2

Hungry Dead Nature. The darakhul requires no air or sleep.

Master of Disguise. A darakhul in a prepared disguise has advantage on Charisma (Deception) checks made to pass as a living creature. While using this ability, it loses its Stench.

Stench. Any creature that starts its turn within 5 feet of the darakhul must succeed on a DC 12 Constitution saving throw or be poisoned until the start of its next turn. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the darakhul's Stench for the next 24 hours. A darakhul using this ability can't also benefit from Master of Disguise.

Sunlight Sensitivity. While in sunlight, the darakhul has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Turning Defiance. The darakhul and any ghouls within 30 feet of it have advantage on saving throws against effects that turn Undead.

Actions

Multiattack. The darakhul makes one Bite attack, one Claw attack, and one War Pick attack. If the darakhul is using a shield, it instead makes one Bite attack and one Claw or War Pick attack.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage, and, if the target is a Humanoid, it must succeed on a DC 11 Constitution saving throw or contract the *darakhul fever* disease (see the Darakhul Fever sidebar).

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage. If the target is a creature other than an Undead, it must succeed on a DC 12 Constitution saving throw or be paralyzed for 1 minute. A paralyzed target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a Humanoid is paralyzed for more than 2 rounds, it contracts *darakhul fever.*

War Pick. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Ghoul, Imperial

An imperial ghoul stands tall and proud, its gray flesh robust and muscled, and its clothing strangely well kept. Its flickering red eyes have an intelligent, malicious gleam.

Shock Troops. Imperial ghouls are the shock troops of the ghoul empire, eager to expand its power and influence. Treated like auxiliaries, they get the most difficult tasks: to engage and hold foes while the darakhul, iron legionnaires, and others outflank them.

Ambitious Strivers. Many believe that the hunger cults or the necrophagi know some secret of transforming imperial ghouls into iron ghouls. This rumor gives them hope of advancement. Their power over the lesser ghouls and slaves gives them a taste of tyranny. Because they are ambitious and always hungry for power, imperial ghouls are eager to prove themselves as hunters, as warriors, and as spies.

Immune to Sun. Unlike a standard darakhul, an imperial ghoul does not suffer from sunlight and feels little need to disguise its true appearance.

Imperial Ghoul

Medium Undead, Lawful Evil

Armor Class 16 (breastplate)

Hit Points 93 (17d8 + 17)

Speed 30 ft., burrow 15 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	12 (+1)	13 (+1)	14 (+2)	14 (+2)

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 12

Languages Common, Darakhul, Undercommon

Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Hungry Dead Nature. The ghoul requires no air or sleep.

Turning Defiance. The ghoul and any ghouls within 30 feet of it have advantage on saving throws against effects that turn Undead.

Actions

Multiattack. The imperial ghoul makes one Bite attack and one Claw attack.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage, and, if the target is a Humanoid, it must succeed on a DC 11 Constitution saving throw or contract the *darakhul fever* disease (see the Darakhul Fever sidebar).

Claw. *Melee Weapon Attack:* +5 to hit, reach, one target. *Hit:* 17 (4d6 + 3) slashing damage. If the target is a creature other than an elf or Undead, it must succeed on a DC 11 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Light Crossbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Darakhul Fever

Spread mainly through bite wounds, this disease makes itself known within 24 hours by swiftly debilitating the infected. An infected creature must make a DC 17 Constitution saving throw after every long rest. On a failed save, the victim takes 14 (4d6) necrotic damage, and its hp maximum is reduced by an amount equal to the damage taken. This reduction lasts until the victim finishes a long rest after the disease is cured. The victim recovers from the disease by making two consecutive successful saving throws. *Greater restoration* cures the disease, while *lesser restoration* gives the victim advantage on the next saving throw.

Primarily spread among Humanoids, the disease can affect ogres, and therefore other Giants may be susceptible. If a creature dies while infected with darakhul fever, roll a d20, add the character's Constitution modifier, and find the result on the Adjustment Table below to determine what Undead form the victim's body rises in.

Roll	Result
1–9	None; victim is simply dead
10–16	Ghoul
17–20	Ghast
21+	Darakhul

Ghoul, Iron

A vicious-looking ghoul carries a cruel glaive, its forearms stained with dried blood. Its glowing, rust-colored eyes penetrate with a calculating stare of restrained hunger.

Backbone of the Legions. Iron ghouls and ghasts are the elite members of the imperial legions, acting as officers, non-commissioned officers, and standard-bearers. They feed from the slave pits and march on the orders of the darakhul nobility.

Fond of Uniforms. Iron ghouls are proud of their status and uniforms. Their standard breastplates and open-faced helms are black iron with brass trim, and the helm's crest is often a ruby-dyed fan of bat wings or carrion beetle bristles to indicate their authority.

Tooth and Bone Weaponry. Many items of an iron ghoul's gear are decorated with inlaid bone or set with teeth, much as pearls might be used for weapons crafted elsewhere.

Iron Ghoul

Medium Undead, Lawful Evil

Armor Class 16 (breastplate)

Hit Points 143 (22d8 + 44)

Speed 30 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	14 (+2)	14 (+2)	14 (+2)	14 (+2)

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 12

Languages Common, Darakhul, Undercommon

Challenge 5 (1,800 XP)

Proficiency Bonus +3

Hungry Dead Nature. The ghoul requires no air or sleep.

Turning Defiance. The iron ghoul and any ghouls within 30 feet of it have advantage on saving throws against effects that turn Undead.

Actions

Multiattack. The iron ghoul makes one Bite attack and one Claw attack, or it makes three Glaive attacks.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 17 (3d8 + 4) piercing damage. If the target is a Humanoid, it must succeed on a DC 13 Constitution saving throw or contract the *darakhul fever* disease (see the Darakhul Fever sidebar).

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 18 (4d6 + 4) slashing damage. If the target is a creature other than an elf or Undead, it must succeed on a DC 13 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Glaive. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 9 (1d10 + 4) slashing damage.

Heavy Crossbow. *Ranged Weapon Attack:* +6 to hit, range 100/400, one target. *Hit:* 8 (1d10 + 3) piercing damage.

Giant, Desert

The towering woman rises up from the desert sand. Her pale brown robe almost perfectly matches the gritty terrain, and her roughly textured skin is a rich walnut brown.

Arid Adapters. Desert giants live in arid wastelands that were once a thriving giant empire. Their rich brown skin is rough-textured, and they dress in light robes matching the color of the sand, accented (when they aren't trying to blend in) with brightly colored head cloths and sashes. Beneath their robes, the desert giants paint or tattoo their skin with intricate designs in a riot of colors that outsiders rarely see.

Wandering Legacy. Desert giants subsist in the scorching wastes by moving from oasis to oasis. They follow herds of desert animals that they cultivate for milk, meat, and hides, and they shun most contact with settled people. While in ages past the desert giants lived in stationary settlements and cities, the fall of their ancient empire drove them into the dunes. The truth behind their nomadic lifestyle is a sore spot. Should any outsider learn the truth, the desert giants stop at nothing to permanently silence the inquisitive soul.

Keepers of the Past. Over time, wandering desert giants amass vast knowledge of ruins and relics scattered across and beneath their homeland. On rare occasions that the tribes require something of outsiders, this information is their most valuable commodity. Relics of the past, or simply the location of unplundered ruins, can purchase great advantage for the tribe. The designs the giants painstakingly inscribe on their bodies tell a tale that, if woven together correctly, reveals an entire tribe's collected discoveries. For this reason, the desert giants hold the bodies of their dead in sacred esteem. They go to extraordinary lengths to recover their dead, so they can divide the knowledge held on the deceased's skin among other tribe members.

Desert Giant

Huge Giant, Neutral

Armor Class 17 (natural armor)

Hit Points 175 (14d12 + 84)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	10 (+0)	22 (+6)	13 (+1)	18 (+4)	15 (+2)

Saving Throws Str + 12, Con +10, Cha +6

Skills Perception +8, Stealth +4, Survival +8

Damage Immunities fire

Senses passive Perception 18

Languages Common, Giant

Challenge 9 (5,000 XP) **Proficiency Bonus** +4

Desert Walk. Difficult terrain composed of sand or gravel doesn't cost the desert giant extra movement.

Sand Camouflage. The giant has advantage on Dexterity (Stealth) checks made to hide in sandy terrain.

Actions

Multiattack. The giant makes two Falchion attacks.

Falchion. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 23 (6d4 + 8) slashing damage.

Rock. *Ranged Weapon Attack:* +12 to hit, range 60/240 ft., one target. *Hit:* 30 (4d10 + 8) bludgeoning damage.

Giant, Flab

This obese, bell-shaped giant is blemished by ulcers, enlarged veins, and fungal rashes. Though it stumbles about on a pair of short, calloused legs, it moves its weight with dangerous potential.

Great Girth. Whether as a result of a centuries-past curse or a gradual adaptation to an easygoing existence, the flab giant is gigantic in width rather than height and almost comical in its simple life. Too obese to effectively grasp weapons in its chubby fingers, a flab giant uses its great mass to deadly effect, overrunning or grabbing opponents and then sitting on them to crush them to death. Its bulk and hardiness allow it to tolerate the blows of struggling victims until they are fully crushed.

Efficient Foragers. Flab giants are the least active of giant types, spending most of their waking hours resting, napping, and sleeping, and only devote a short period each day to listlessly shuffling about, scrounging for food. Because a flab giant can eat practically anything, it doesn't have to roam far to find enough food to sustain its bulk, and it is rarely found far from its crude lair.

Knotted Skins. Flab giants wear only scraps of clothing made of loosely knotted skins, leaving most of their stretch-marked and discolored skin exposed. Favored pelts include bear and human. A flab giant stands eight to ten feet tall and weighs 2,000 to 2,500 pounds.

Flab Giant

Large Giant, Chaotic Evil

Armor Class 14 (natural armor)

Hit Points 110 (13d10 + 39)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	6 (−2)	16 (+3)	9 (−1)	13 (+1)	8 (−1)

Saving Throws Con +5

Skills Perception +3

Damage Immunities poison

Condition Immunities poisoned

Senses passive Perception 13

Languages Common, Dwarvish, Giant

Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Massive Bulk. A flab giant can't take the Dash action. In addition, a creature attempting to grapple, push, or knock the giant prone has disadvantage on attack rolls and ability checks to do so.

Actions

Multiattack. The giant makes two Slam attacks. If both attacks hit a Medium or smaller creature, the target is grappled (escape DC 15).

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage.

Squatting Pin. One creature grappled by the flab giant must make a DC 15 Strength saving throw. On a failure, a creature takes 22 (5d6 + 5) bludgeoning damage and is restrained until the grapple ends. On a success, a creature takes half the damage and isn't restrained, but it remains grappled until it escapes. While restrained, a creature takes 8 (1d6 + 5) bludgeoning damage at the start of each of the giant's turns. If the flab giant moves, the target is no longer restrained or grappled.

Giant, Hraesvelgr

The giant stands braced in the midst of powerful wind. With a baleful stare, he shakes his fist and bellows a war cry. The cry becomes an avian shriek, and the giant's form melts into that of a massive bird whose wings blot out the sky.

A giant with divine blood in his veins, Hraesvelgr the Corpse Swallower is powerfully muscled. His skin is a pale bronze, his eyes are violet, and his hair is the color of storm clouds.

Roc Form. When he takes his alternate form, Hraesvelgr becomes a tremendous roc, with massive wings that stir the wind across the sky. His eyes remain the same violet and these roc-form feathers match the color of his hair, sparkling with specks of color here and there, like jewels set in steel.

Birth of the Wind. Hraesvelgr dwells on the fringe of the world itself. From atop the peak of his home, he creates the wind and sends it across the globe. As befits a creature of such primal power, Hraesvelgr doesn't take kindly to intruders. He gluts himself on the bodies of fools who test his might in search of the fabled riches in his home.

Hraesvelgr's Lair

Hraesvelgr's lair is a windswept crag of gray stone at the edge of the world. At the highest pinnacle rests a massive cottage hewn from the mountainside. A great nest made from the splintered trunks of immense trees rests on the flat roof of the cottage, and the wind constantly howls.

Lair Actions

On initiative count 20 (losing initiative ties), Hraesvelgr takes a lair action to cause one of the following effects; Hraesvelgr can't use the same effect two rounds in a row:

- **Pillar of Wind.** One creature within 60 feet that Hraesvelgr can see must succeed on a DC 19 Strength saving throw or be swept up in a pillar of wind. The creature is restrained and suspended 15 feet off the ground. A creature can take an action to free the restrained creature by succeeding on a DC 19 Strength check. If the restrained creature has a way to pull itself out of the air, it can free itself in the same way. If the restrained creature has a flying speed, it can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Otherwise, this effect lasts until Hraesvelgr uses this lair action again or until he dies.
- **Powerful Exhale.** Hraesvelgr unleashes a blast of wind in a 60-foot cone. Each creature in the area must succeed on a DC 19 Dexterity saving throw or be knocked prone.
- **Terrifying Utterance.** Hraesvelgr lets out a thunderous bellow. Each creature within 30 feet of him and that can hear him must succeed on a DC 19 Constitution saving throw or be frightened for 1 minute. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Regional Effects

The region containing Hraesvelgr's lair is warped by his magic, which creates one or more of the following effects:

- **Active Weather.** Strong windstorms are common within 6 miles of the lair.
- **Roosting Rocs.** Within 3 miles of the lair, giant avian Beasts are more populous and fiercely defend the area against intruders.
- **Stench of Decay.** The wind within 10 miles of the lair bears a pungent carrion stench.

If Hraesvelgr dies, these effects fade over the course of 1d10 days.

Hraesvelgr

Huge Giant (Shapechanger, Titan), Neutral

Armor Class 19 (natural armor)

Hit Points 241 (21d12 + 105)

Speed 50 ft. (20 ft., fly 120 ft. in roc form)

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	20 (+5)	16 (+3)	17 (+3)	20 (+5)

Saving Throws Dex +6, Int +9, Wis +9, Cha +11

Skills Athletics +13, Perception +9, Survival +9

Damage Resistances lightning, thunder

Damage Immunities cold; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities exhaustion

Senses passive Perception 19

Languages Auran, Common, Giant (can't speak in roc form)

Challenge 19 (22,000 XP) **Proficiency Bonus** +6

Keen Sight (Roc Form Only). Hraesvelgr has advantage on Wisdom (Perception) checks that rely on sight.

Influence Weather. Nearby weather responds to Hraesvelgr's desires. At the start of each minute, Hraesvelgr can choose to change the precipitation and wind within 3 miles of him by one stage, up or down (no action required). This effect works like the changing weather conditions aspect of the *control weather* spell, except Hraesvelgr can't change the temperature and the conditions change immediately.

Legendary Resistance (3/Day). If Hraesvelgr fails a saving throw, he can choose to succeed instead.

Actions

Multiattack. Hraesvelgr makes one Beak attack and two Talon attacks, or he makes three Fist attacks. Alternatively, he can make three Gale Blast attacks. If two Fist attacks hit one creature, the target must succeed on a DC 19 Constitution saving throw or be stunned until the end of its next turn.

Beak (Roc Form Only). *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 25 (4d8 + 7) piercing damage.

Fist (Giant Form Only). *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 20 (3d8 + 7) bludgeoning damage.

Talons (Roc Form Only). *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 17 (3d6 + 7) slashing damage, and the target is grappled (escape DC 17). Until this grapple ends, the target is restrained. Hraesvelgr has two talons, each of which can grapple only one target.

Gale Blast. *Ranged Spell Attack:* +11 to hit, range 120 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage plus 7 (2d6) cold damage.

Swallow (Roc Form Only). Hraesvelgr makes one Beak attack against a Large or smaller creature he is grappling. If the attack hits, the target is also swallowed, and the grapple ends. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside Hraesvelgr, and it takes 17 (5d6) acid damage at the start of each of Hraesvelgr's turns. Hraesvelgr can have only one creature swallowed at a time.

If Hraesvelgr takes 40 damage or more on a single turn from the swallowed creature, Hraesvelgr must succeed on a DC 15 Constitution saving throw at the end of that turn or regurgitate the creature, which falls prone in a space within 10 feet of Hraesvelgr. Hraesvelgr has disadvantage on this saving throw if he isn't in his roc form. If Hraesvelgr dies, a swallowed creature is no longer restrained by him and can escape from the corpse by using 15 feet of movement, exiting prone.

Sudden Gust (Recharge 5–6). Hraesvelgr unleashes a powerful gust of wind in a 60-foot line that is 10 feet wide. Each creature in the line must make a DC 19 Strength saving throw. On a failure, a creature takes 63 (18d6) bludgeoning damage and is pushed up to 15 feet away from Hraesvelgr. On a success, a creature takes half the damage and isn't pushed.

BONUS ACTIONS

Change Shape. Hraesvelgr transforms into a roc or back into his true form, which is a Giant. His statistics, other than his speed, are the same in each form. Any equipment he is wearing or carrying isn't transformed. He reverts to his true form if he dies.

LEGENDARY ACTIONS

Hraesvelgr can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Hraesvelgr regains spent legendary actions at the start of his turn.

Attack. Hraesvelgr makes a Fist or Talons attack.

Move. Hraesvelgr moves up to his speed, or flies up to half his flying speed if in roc form, without provoking opportunity attacks.

Ear-Splitting Screech (Costs 2 Actions; Roc Form Only). Hraesvelgr lets out an ear-splitting screech. Each creature within 30 feet of Hraesvelgr must succeed on a DC 19 Constitution saving throw or take 14 (4d6) thunder damage and be deafened until the end of its next turn.

Giant, Jotun

The earth shudders with every footfall of this massive giant.

Foes of the Gods. Tall enough to look a titan in the eye and strong enough to wrestle a dragon, jotun giants are the lords of giantkind and the immortal enemies of the gods. Their enormous halls are carved in mountains and glaciers throughout the north. As foes of the northern gods, jotun giants plot to regain their former status as lords of creation. Many know ancient secrets and snippets of antediluvian arcane lore, and the most powerful among them straddle the line between mortal and demigod.

Contests and Challenges. Like many giants, jotun enjoy a challenge. Only the mightiest heroes can challenge a jotun's might in physical combat, and most resort to cunning or trickery to defeat a jotun. However, jotun giants are no fools and catch on to trickery quickly.

Jotun

Gargantuan Giant, Chaotic Neutral

Armor Class 20 (natural armor)

Hit Points 370 (20d20 + 160)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	8 (−1)	26 (+8)	18 (+4)	20 (+5)	14 (+2)

Saving Throws Con +15, Wis +12, Cha +9

Skills Arcana +11, History +11, Nature +11, Stealth +6

Damage Immunities cold; bludgeoning, piercing, and slashing from nonmagical attacks

Senses darkvision 120 ft., passive Perception 15

Languages Common, Giant

Challenge 22 (25,000 XP) **Proficiency Bonus** +7

Demigod's Vitality. The jotun's ability scores and hp maximum can't be reduced except by means of a *wish* spell.

Icy Weapons. The jotun's weapon attacks are magical. When the jotun hits with any weapon, the weapon deals an extra 6d8 cold damage (included in the attack).

Magic Resistance. The jotun has advantage on saving throws against spells and other magical effects.

Material Bound. The jotun is immune to any spell or effect that would force it to leave the Material Plane, unless the jotun wants to leave. It has disadvantage on saving throws against effects that would return it to the Material Plane from another plane of existence.

Too Big to Notice. While the jotun remains motionless in nonmagical, natural terrain, it has advantage on Dexterity (Stealth) checks.

Actions

Multiattack. The jotun can use its Frightful Presence. It then makes three Greatclub or Rock attacks.

Greatclub. *Melee Weapon Attack:* +17 to hit, reach 15 ft., one target. *Hit:* 28 (4d8 + 10) bludgeoning damage plus 27 (6d8) cold damage.

Rock. *Ranged Weapon Attack:* +17 to hit, range 60/240 ft., one target. *Hit:* 32 (4d10 + 10) bludgeoning damage plus 27 (6d8) cold damage.

Frightful Presence. Each creature of the jotun's choice within 120 feet of the jotun and aware of it must succeed on a DC 20 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the jotun's Frightful Presence for the next 24 hours.

Icy Sweep (Recharge 5–6). The jotun swings its ice-coated greatclub in a wide arc. Each creature within 20 feet of the jotun must make a DC 23 Dexterity saving throw. On a failure, a creature takes 36 (8d8) bludgeoning damage and 54 (12d8) cold damage and is pushed up to 15 feet away from the jotun and knocked prone. On a success, a creature takes half the damage and isn't pushed or knocked prone.

Spellcasting. The jotun casts one of the following spells, requiring no material components and using Wisdom as the spellcasting ability (spell save DC 20):

At will: *earthquake, speak with animals*

3/day: *bestow curse, gust of wind*

1/day: *divination*

Reactions

Rock Catching. If a rock or similar object is hurled at the jotun, the jotun can, with a successful DC 10 Dexterity saving throw, catch the missile and take no bludgeoning damage from it.

GIANT, THURSIR

The giant's hair and beard are plaited with rings and other bits of decorative stone and metal, and it carries a large, rune-inscribed hammer.

FORGE MASTERS. Greedy and aggressively competitive, thursir dwell in vast caverns under frozen mountains where they labor to forge chains, armor, and massive engines of war. Smaller than many giants, thursir have a natural affinity for metalworking. Armor or weapons forged by a thursir giant are of the highest quality, and other giants often seek thursir smiths to outfit their people in times of strife.

ENORMOUS APPETITES. When not toiling at the forge, these giants entertain themselves with gluttonous feasts and boisterous wrestling competitions, or they raid human settlements for food and valuables.

DIVIDED SOCIETY. Female thursir rarely leave thursir dwellings, tending the family and hearth and performing much of a community's labor, while male thursir spend their time crafting, metalworking, and going to war. However, female thursir have the most affinity for magic and make up the bulk of the thursir's priesthood and spellcasters. Priestesses hold especially high standing in thursir society and often operate as valued advisors to clan leadership or accompany the most powerful units of warriors into battle, tending wounds and boosting morale.

THURSIR

Large Giant, Neutral Evil (50%) or Lawful Evil (50%)

Armor Class 13 (chain shirt)
Hit Points 114 (12d10 + 48)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	18 (+4)	13 (+1)	15 (+2)	11 (+0)

Saving Throws Con +6
Skills Athletics +6, Perception +4
Senses darkvision 60 ft., passive Perception 14
Languages Common, Dwarven, Giant
Challenge 3 (700 XP) **Proficiency Bonus** +2

Cast Iron Stomach. The thursir has advantage on saving throws against being poisoned.

ACTIONS

Warhammer. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage, or 15 (2d10 + 4) bludgeoning damage if used with two hands to make a melee attack.

Rock. *Ranged Weapon Attack:* +6 to hit, range 60/240 ft., one target. *Hit:* 15 (2d10 + 4) bludgeoning damage.

BONUS ACTIONS

Runic Blood (3/Day). The thursir touches a weapon, painting the thurs rune on the weapon in the thursir's blood. When the thursir hits with the weapon while the rune is active, the weapon deals an extra 9 (2d8) lightning damage, and the target can't take reactions until the start of its next turn. The rune lasts for 1 minute.

Glass Gator

A near-transparent crocodilian creature leaps from the water, the remnants of its last meal still visible in its transparent gut.

Strange Anatomy. The body of a glass gator is most similar to a centipede, but with four oversized forelimbs and a more distinct head. Once the glass gator gets hold of prey, it wraps its body around the victim and squeezes, like a constrictor snake. Unlike a serpent, however, which uses powerful muscles to crush and suffocate its prey, the glass gator is only trying to bring its underbelly into contact with the prey. The glass gator's belly is lined with hundreds of stingers that deliver a virulent nerve toxin.

Transparency. The glass gator's transparency isn't total. Its digestive tract usually is visible, especially for a few hours after it eats. The creature sometimes uses this limited visibility as bait, making itself appear as a wriggling snake or eel. It is most vulnerable just after eating, when it's lethargic.

Larval Form. Subterranean variants—including some with bioluminescence—have been reported in caverns. It's been postulated that the glass gator may be the larval form of a larger creature, but what that larger creature might be is unknown.

Glass Gator

Large Beast, Unaligned

Armor Class 15 (natural armor)

Hit Points 45 (7d10 + 7)

Speed 30 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	12 (+1)	4 (−3)	10 (+0)	5 (−3)

Skills Perception +2, Stealth +4

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 12

Languages —

Challenge 1 (200 XP) **Proficiency Bonus** +2

Amphibious. The glass gator can breathe air and water.

Constricting Lunge. If the glass gator jumps at least 10 feet straight toward a target and then hits it with a Claw attack on the same turn, the target must succeed on a DC 12 Strength saving throw or be knocked prone. If the target is prone, the gator can make one Constrict attack against it as a bonus action.

Standing Leap. The glass gator's long jump is up to 15 feet and its high jump is up to 10 feet, with or without a running start.

Transparent. The glass gator has advantage on Dexterity (Stealth) checks made to hide while underwater or in dim light.

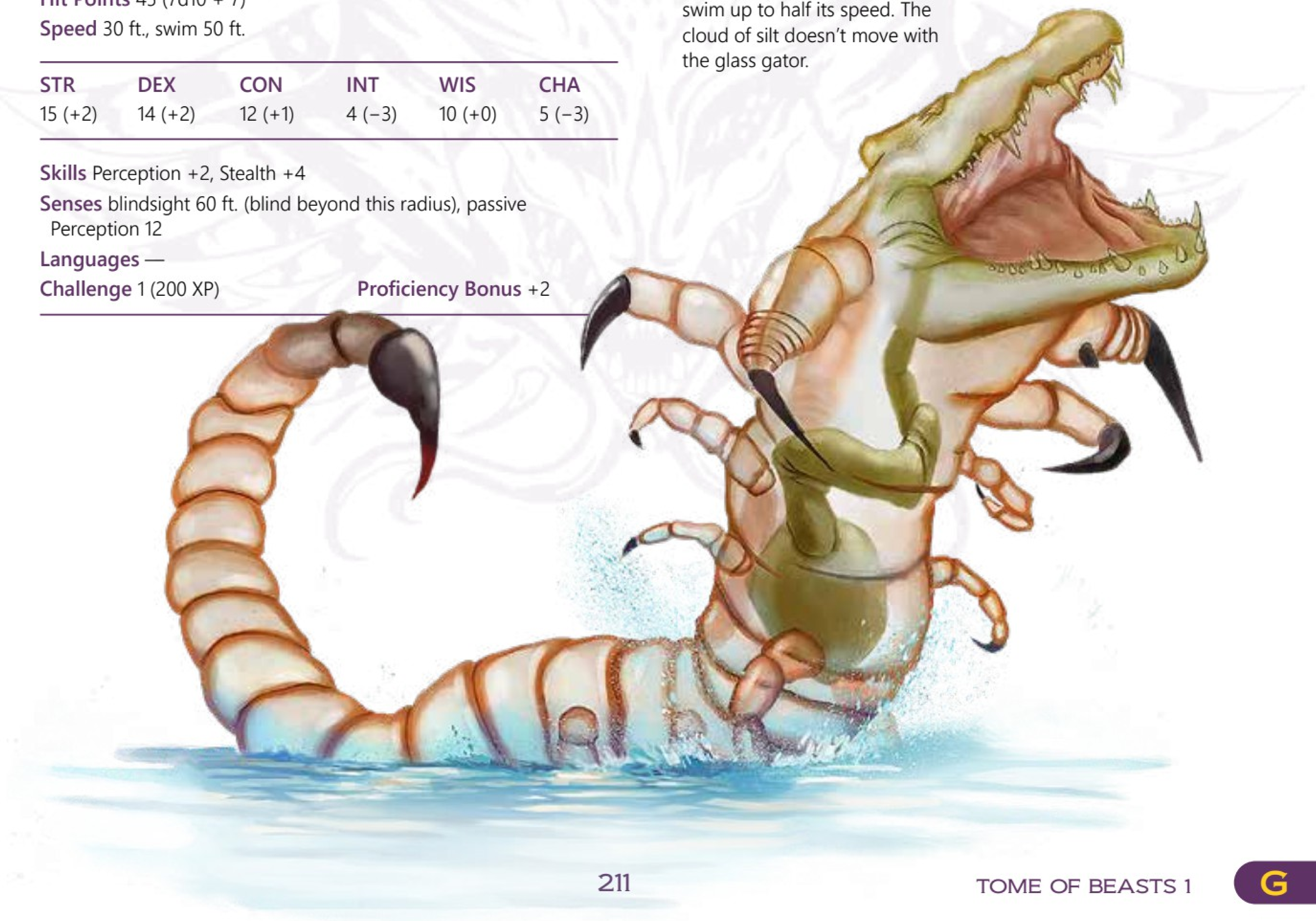
Actions

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) slashing damage.

Constrict. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) bludgeoning damage, and the target is grappled (escape DC 12). Until the grapple ends, the target is restrained and takes 5 (2d4) poison damage at the start of each of its turns, and the glass gator can't use Constrict on another target.

Reactions

Silt Cloud (Recharges after a Short or Long Rest). When it takes damage while underwater and within 5 feet of the bottom of a body of water, the glass gator stirs up a 10-foot-radius sphere of silt centered on it. The silt spreads around corners, and its area is heavily obscured. It lasts for 1 minute or until a strong current disperses it. The glass gator can then swim up to half its speed. The cloud of silt doesn't move with the glass gator.



Gnarljak

A bear trap springs to clacking life, ready to tear flesh.

Hopping Motion. All steel and springs, a gnarljak is easily mistaken for a simple bear trap when lying dormant. But once it starts hopping in pursuit of a target, it reveals its animated nature and its only motivation: destruction of living things.

Endless Snapping. Gnarljaks are mindless. They do not grow tired. They exist only to pull creatures to the ground and chew through them, then turn around and chew through them again.

Defensive Traps. Some try to use gnarljaks to guard treasures or booby-trap approaches to important locations, but their indiscriminate biting makes them quite dangerous to their owners as well. Certain monsters, such as redcaps (see page 306) and shadow fey (see page 158), use gnarljaks with some regularity, and gnomes are very fond of making them part of a standard tunnel defense.

Gnarljak

Small Construct, Unaligned

Armor Class 16 (natural armor)
Hit Points 88 (16d6 + 32)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	21 (+5)	15 (+2)	2 (−4)	14 (+2)	1 (−5)

Saving Throws Str +4
Skills Perception +5, Stealth +8
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison, psychic
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 15
Languages —
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Construct Nature. The gnarljak doesn't require air, food, drink, or sleep.

False Appearance. While the gnarljak remains motionless, it is indistinguishable from a normal bear trap.

Actions

Multiattack. The gnarljak makes one Gnawing Bite attack and two Chain Tail attacks, or it makes three Chain Tail attacks.

Gnawing Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage, and the gnarljak attaches to the target. While attached, the gnarljak can't make Gnawing Bite attacks, and at the start of each of the gnarljak's turns, the target takes 14 (2d8 + 5) piercing damage.

The attached gnarljak moves with the target whenever the target moves, requiring none of the gnarljak's movement. It can detach itself by spending 5 feet of its movement on its turn. A creature, including the target, can use its action to detach the gnarljak by succeeding on a DC 16 Strength check.

Chain Tail. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage.

Bonus Actions

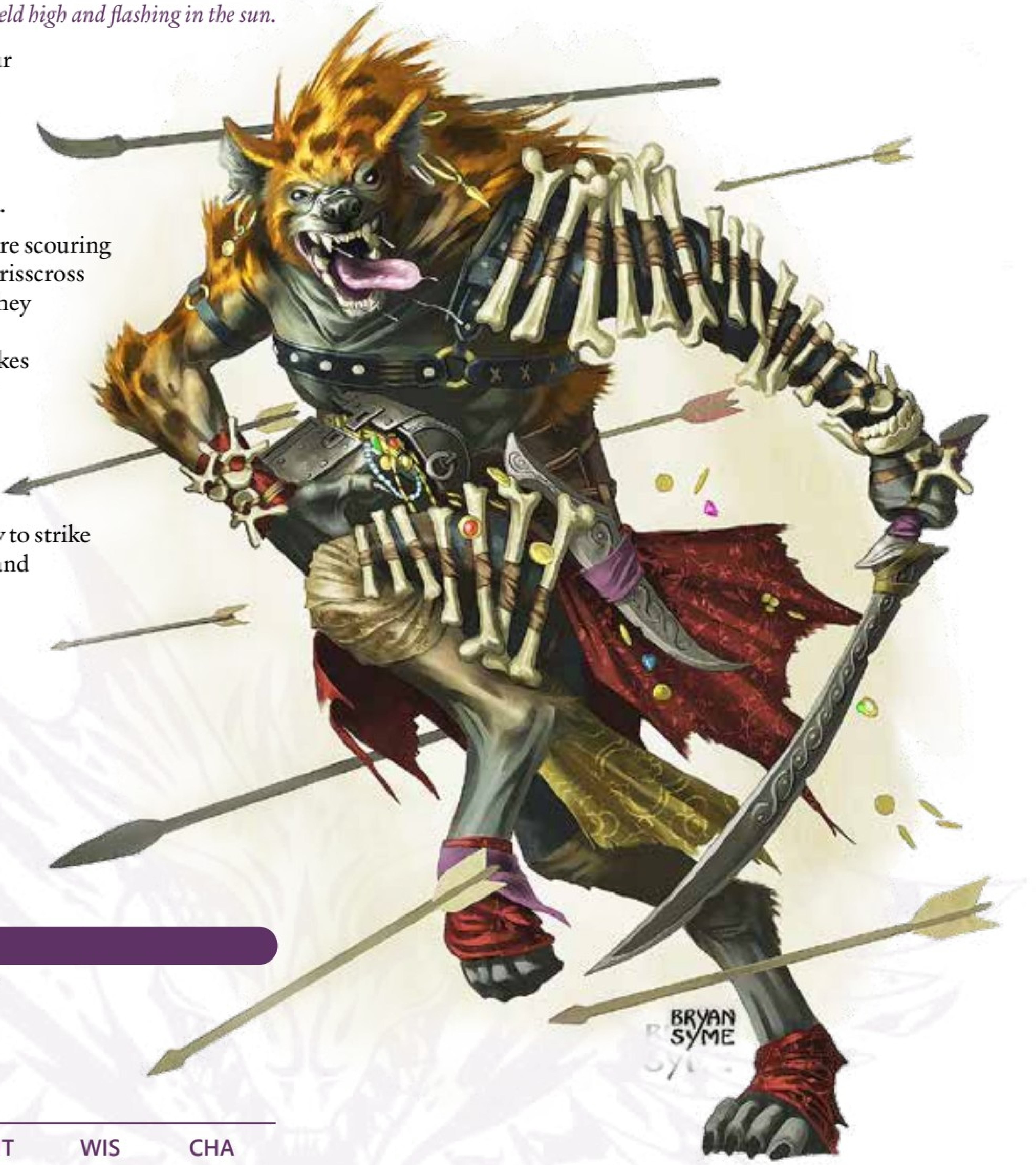
Secure Tail. When within 10 feet of the ground, structure, wall, or other solid surface, the gnarljak can secure its tail spike on a point in the surface within 10 feet of it. While secured, the gnarljak can't be knocked prone, it can't move more than 10 feet from that point, and its Chain Tail attack's reach is reduced to 5 feet. If the gnarljak is attached to a creature while its tail is secured, the creature is restrained until the gnarljak is no longer attached to it.

Gnoll, Havoc Runner

A sprinting gnoll laughs as it runs, axe held high and flashing in the sun.

With the bristly mane and spotted fur characteristic of all gnolls, havoc runners blend into their tribe. Only the canny glint in the eyes hints at the deadly difference before the havoc runner explodes into violence.

Blinding Raids. Havoc runners are scouring storms across the trade routes that crisscross the tribe's territory. Like all gnolls, they are deadly in battle. Havoc runners incorporate another quality that makes them the envy of many raiders: they can tell at a glance which pieces of loot from a laden camel or wagon are the most valuable, without spending time rummaging, weighing, or evaluating. Their ability to strike into a caravan, seize the best items, and withdraw quickly is unparalleled.



Havoc Runner

Medium Humanoid (Gnoll), Chaotic Evil

Armor Class 15 (chain shirt)

Hit Points 58 (9d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	8 (−1)	12 (+1)	9 (−1)

Skills Athletics +5, Perception +5

Senses darkvision 60 ft., passive Perception 15

Languages Gnoll

Challenge 3 (700 XP) **Proficiency Bonus** +2

Harrying Attacks. If the gnoll attacks more than one creature in the same turn, the first target has disadvantage on attack rolls until the end of its next turn.

Pack Tactics. The gnoll has advantage on attack rolls against a creature if at least one of the gnoll's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Multiattack. The gnoll makes one Bite attack and two Battleaxe attacks.

Battleaxe. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Bonus Actions

Lightning Lope. The gnoll takes the Dash or Disengage action.

GOAT-MAN

This hunched, man-like figure lurches with a strange, half-hopping gait. Tattered clothing hangs from its muscled shoulders, and its legs are those of a ram, ending in cloven hooves.

Trespassers on the Rites. The first of the goat-men was the victim of a powerful curse intended to punish him for spying on magical rites exclusive to the women of his tribe. Admiring the grotesque result, the Black Goat of the Woods With a Thousand Young adopted him as its servant, and ensured that all who committed the same taboo fell to the same curse, and thus into the Black Goat's service.

Bleating Speech. A goat-man's head is tusked, adorned with curling ram's horns, and its beard often drips with gore. Rows of transparent, needle-like, malformed teeth fill its mouth, making clear speech impossible for goat-men.

Serve Foul Cults. Cultists of Shub-Niggurath or the Black Goat in good standing are sometimes granted the services of a goat-man. The creatures guard ritual sites, visit settlements to capture or purchase suitable sacrifices, and perform certain unspeakable acts with cult members to call forth ritual magic.

GOAT-MAN

Medium Monstrosity, Chaotic Evil

Armor Class 14 (natural armor)

Hit Points 65 (10d8 + 20)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	14 (+2)	10 (+0)	13 (+1)	8 (−1)

Saving Throws Dex +4

Skills Acrobatics +4, Athletics +6, Stealth +6

Condition Immunities charmed, frightened

Senses darkvision 60 ft., passive Perception 11

Languages understands Common, Giant, and Trollkin but can't speak

Challenge 3 (700 XP) **Proficiency Bonus** +2

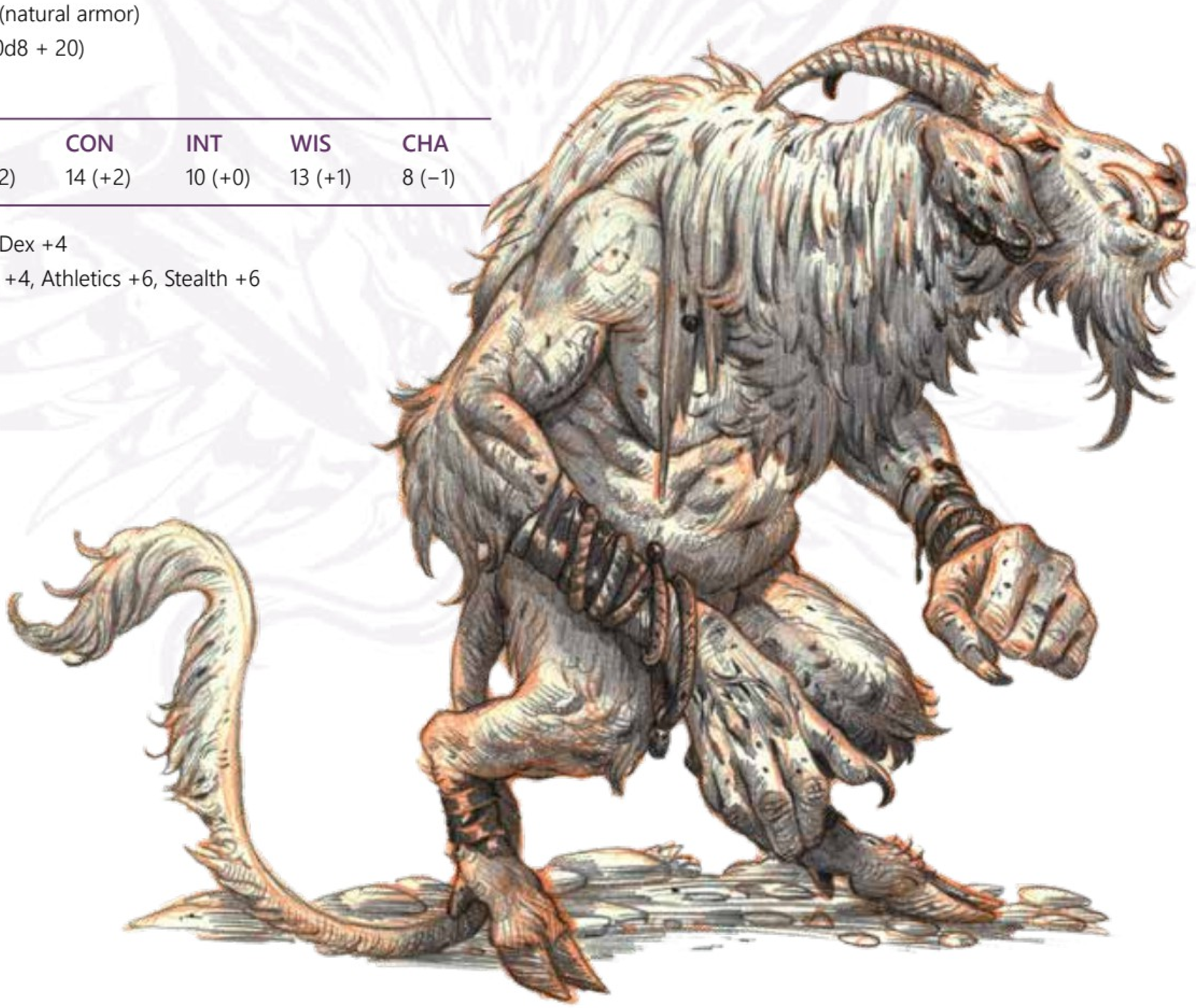
Charge. If the goat-man moves at least 20 feet straight toward a target and then hits it with a Slam attack on the same turn, the target takes an extra 4 (1d8) bludgeoning damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

ACTIONS

Multiattack. The goat-man makes one Bite attack and two Slam attacks. If both Slam attacks hit the same target, the target must succeed on a DC 14 Constitution saving throw or be stunned until the end of its next turn.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage.



Goblin, Dust

A ragged creature emerges from the sand. Its spindly frame is encased in a hodge-podge of armor scraps and rusted weapons. A long, hooked nose protrudes over a wide mouth filled with sharp teeth.

Dust goblins vary greatly in size and appearance, although they are universally scrawny, bony, and lanky. They seem to suffer from malnutrition even when in perfect health, a perception reinforced by the way their bellies distend after they've gorged themselves on flesh. Their skin is always dry and cracked, ranging from dusky gray to dark green in color.

Rule the Wastelands.
Dust goblins are twisted creatures, tainted by many generations of life in a blasted wasteland. After a magical war devastated the dust goblins' homeland, they rose to become the most dominant inhabitants. They inhabit ancient ruins and ambush travelers who stray too close to their borders.

Twisted Minds. The lingering magical energy saturating the wastes of their home, coupled with the harsh conditions in which they scratch out a living, have tainted the minds of all dust goblins. Their thinking is alien and unfathomable to most creatures. Whereas most goblins are cowardly, dust goblins don't seem to experience fear. To the contrary, they enjoy wearing skull helmets and using ghostly whistles to frighten foes. Owing to this alien mindset, dust goblins get along disturbingly well with Aberrations. The creatures often forge alliances and work together for mutual benefit, while making their unerving mark on communal lairs.

Dust Goblin

Small Humanoid (Goblinoid), Neutral Evil

Armor Class 14 (leather armor)

Hit Points 16 (3d6 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (−1)	16 (+3)	14 (+2)	10 (+0)	8 (−1)	8 (−1)

Skills Stealth +7

Condition Immunities charmed, frightened

Senses darkvision 60 ft., passive Perception 9

Languages Common, Goblin

Challenge 1/4 (50 XP) **Proficiency Bonus** +2

Twisted. When the dust goblin attacks a creature from hiding, the target must succeed on a DC 10 Wisdom saving throw or be frightened until the end of its next turn.

Actions

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Light Crossbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Golem, Eye

Eye-like sigils dot the smooth, marble skin of this statue. One of the eye sigils opens, and a beam of brilliant light shines out.

Covered in Arcana. Eye golems stand at least ten feet tall, and their magically durable hide is covered with real eyes as well as arcane sigils that resemble eyes.

Blinds Victims. An eye golem rarely kills its victims, choosing to steal its victims' eyes instead. The victims are left blinded, wandering, and tormented, seeing only visions of the eye golem flashing through their memories. This drives some mad, while others instead choose to serve the golem, becoming devoted to the one who still holds sight.

All Eyes Open. When killed, an eye golem does not simply fall down dead. All of its eyes open at once, and a blinding burst of light shines from the body. When the light stops, hundreds of perfectly preserved eyeballs remain where its body fell, still warm, fresh, and without scars or damage. Detectable only by those trained in the arcane arts, each eye emits a barely perceptible beam of light, connecting it to its owner. The creature that holds the golem's central eye after it is slain can use the eye to restore stolen eyes to their victims.

Eye Golem

Large Construct, Unaligned

Armor Class 20 (natural armor)

Hit Points 157 (15d10 + 75)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	9 (−1)	20 (+5)	5 (−3)	11 (+0)	1 (−5)

Skills Perception +8

Damage Immunities poison, psychic, radiant; bludgeoning, piercing, and slashing from nonmagical attacks not made with adamantine weapons

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses truesight 120 ft., passive Perception 18

Languages understands the languages of its creator but can't speak

Challenge 11 (7,200 XP) **Proficiency Bonus** +4

Blinding Demise. When the golem reduces a creature to 0 hp, it can blind the creature permanently. If it does so, the creature is reduced to 1 hp instead.

Construct Nature. The golem doesn't require air, food, drink, or sleep.

Immutable Form. The golem is immune to any spell or effect that would alter its form.

Light-Infused Fists. The golem's Slam attacks are magical. When the golem hits with a Slam attack, the attack deals an extra 4d8 radiant damage (included in the attack).

Magic Resistance. The golem has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The eye golem can use its Primal Voice of Doom. It then makes two Slam attacks.

Slam. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 17 (2d10 + 6) bludgeoning damage plus 18 (4d8) radiant damage.

Gaze of Ancient Light (Recharge 5–6). The golem opens all of its eyes and emits a burst of blinding light. Each creature within 30 feet of it must make a DC 17 Dexterity saving throw. On a failure, a creature takes 35 (10d6) radiant damage and is blinded for 1 minute. On a success, a creature takes half the damage and isn't blinded. A creature that fails the saving throw by 5 or more is also stunned until the end of its next turn. A blinded creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Primal Voice of Doom. The golem intones a disturbing invocation of the sun god at one creature it can see within 30 feet of it. The target must succeed on a DC 17 Wisdom saving throw or be frightened for 1 minute. The frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Golem, Hoard

A pile of gold, jewelry, and weapons rises on its own like a tidal wave of riches, with a cold and determined face.

Dragon Fears Made Real. Hoard golems were born from the paranoia of dragons. Despite their great physical and intellectual power, dragons are always suspicious of any creature willing to work for them. The first hoard golem was created when a dragon realized that there could be no guardian more trustworthy with its hoard than the hoard itself. Since then, the secret of hoard golem construction has emerged, and rich nobles have followed suit, enchanting their wealth to defend itself from thieves.

Patient Homebodies. As constructs, hoard golems are mindless, lying in wait for anyone other than their creator to come within striking distance. In the case of evil dragons, this may include the wyrmlings of dragon parents looking to establish dominance in the family. Hoard golems fight to the death, but they rarely leave the rooms they inhabit for fear that clever treasure hunters might trick the hoard into walking itself right out of the owner's den.

Silent and Wealthy. Hoard golems cannot speak. A hoard golem is 25 feet tall and weighs 20,000 pounds. A hoard golem's body is composed of items—copper, silver, gold, works of art, armor, weapons, and magical items—worth at least 5,000 gp.

Hoard Golem

Huge Construct, Unaligned

Armor Class 18 (natural armor)

Hit Points 161 (14d12 + 70)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	15 (+2)	20 (+5)	3 (−4)	11 (+0)	1 (−5)

Saving Throws Con +9

Skills Athletics +10, Perception +4

Damage Immunities poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks not made with adamantine weapons

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 120 ft., passive Perception 14

Languages understands the languages of its creator but can't speak

Challenge 12 (8,400 XP) **Proficiency Bonus** +4

Construct Nature. The golem doesn't require air, food, drink, or sleep.

Enchanted Weapons. The golem's weapon attacks are magical. When the golem hits with any weapon, the weapon deals an extra 4d8 force damage (included in the attack).

Immutable Form. The golem is immune to any spell or effect that would alter its form.

Magic Resistance. The golem has advantage on saving throws against spells and other magical effects.

Strike with Awe. A creature that enters a space within 120 feet of the hoard golem or starts its turn there must succeed on a DC 17 Wisdom saving throw or have disadvantage on Wisdom (Perception) checks while it remains within 120 feet of the golem.

Actions

Multiattack. The hoard golem makes two Slam attacks.

Slam. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 22 (3d10 + 6) bludgeoning damage plus 18 (4d8) force damage.

Thieving Whirlwind (Recharge 5–6). The hoard golem partially disperses into a whirlwind of coins, gemstones, and other valuables then recoalesces. Each creature within 20 feet of the golem must make a DC 17 Dexterity saving throw. On a failure, a creature takes 44 (8d10) bludgeoning damage and loses one object it is wearing or carrying. On a success, a creature takes half the damage and doesn't lose an object. Each object the golem steals must weigh no more than 20 pounds and not be wrapped around or firmly attached to a creature. For example, the golem could steal a belt pouch full of coins or a creature's jewel-encrusted dagger, but it can't steal a creature's shirt or armor. The hoard golem steals objects of high value over those of minimal value. The stolen object becomes part of the golem's body and can't be retrieved until the golem dies.

Golem, Salt

A crudely sculpted, roughly humanoid crystalline form shuffles about on wide, stump-like feet. Tiny salt crystals fall from its body in a glittering cloud with every step.

Coastal Druids. These unnatural creatures are created by druids and others living in coastal or desert regions, or by those who seek to wage war with creatures susceptible to the warding powers of salt. Stories tell of a druid who built a squad of nine salt golems to combat a rampaging zmey (see page 403). The salt warriors waged a long hunt and eventually killed the powerful dragon in its lair while the creator druid and her wizard companion reaped the spoils of its hoard.

Crystalline and Silent. A salt golem has a crudely formed humanoid body made of crystalline salts. It wears no clothing or armor and carries no weapons or other possessions. It cannot speak—the only sound it makes is the susurrus of sliding sand as it moves. A salt golem is incapable of strategy or tactics. It mindlessly fights until it destroys its opponents or until ordered to stop by its creator.

Valuable Remains. A salt golem stands about eight feet tall and weighs around 1,000 pounds. A salt golem's body is formed from a composite of 1,000 pounds of rare salts and minerals worth at least 2,500 gp.

Salt Golem

Large Construct, Unaligned

Armor Class 17 (natural armor)

Hit Points 115 (11d10 + 55)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	9 (−1)	20 (+5)	3 (−4)	11 (–0)	1 (−5)

Skills Athletics +9

Damage Immunities fire, poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks not made with adamantine weapons

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 120 ft., passive Perception 10

Languages understands the languages of its creator but can't speak

Challenge 10 (5,900 XP) **Proficiency Bonus** +4

Blinding Salt Spray. When the salt golem takes damage, thousands of tiny salt crystals erupt from the golem's body, and each creature within 5 feet of the golem must succeed on a DC 17 Dexterity saving throw or be blinded until the end of its next turn.

Construct Nature. The golem doesn't require air, food, drink, or sleep.

Dehydrating Fists. The salt golem's Slam attacks are magical. When the golem hits with a Slam attack, the attack deals an extra 4d8 necrotic damage (included in the attack).

Immutable Form. The golem is immune to any spell or effect that would alter its form.

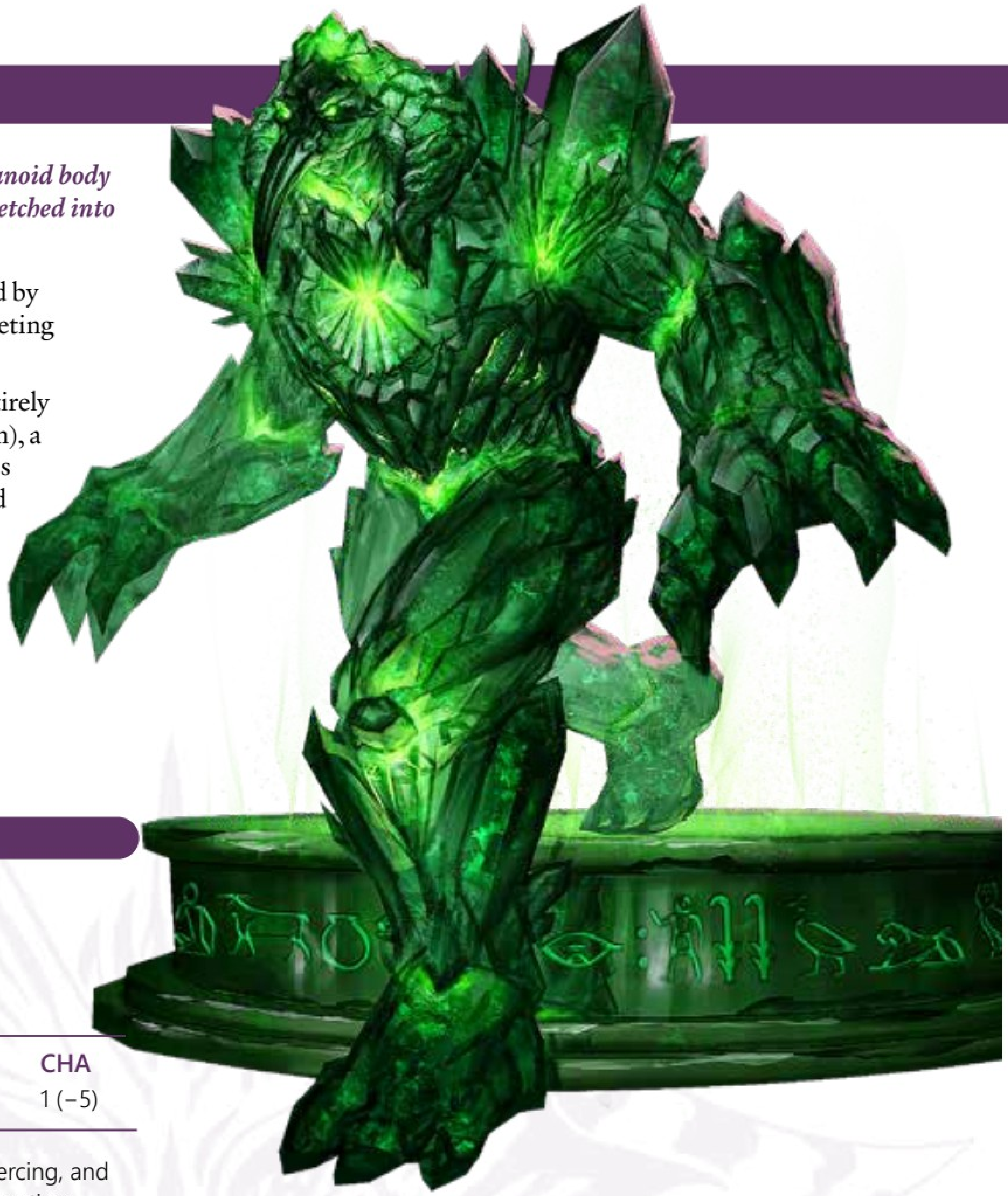
Magic Resistance. The golem has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The salt golem makes two Slam attacks. If both attacks hit one creature, the target must succeed on a DC 17 Constitution saving throw or suffer one level of exhaustion.

Slam. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 5) bludgeoning damage plus 18 (4d8) necrotic damage.

Golem, Smaragdine



This large statue of emerald-green crystal has a humanoid body with the head of an ibis. Tiny symbols and runes are etched into it, and portions of it are inlaid with bits of gold.

Occult Initiates. Smaragdine golems are crafted by disciples of occult esoterica to guard their secret meeting halls, sacred texts, and the arcane books of power.

Emerald Body. Though they seem to be made entirely of emeralds (and some are used in their construction), a smaragdine golem's body is closer to enchanted glass than to gemstones, a sad truth that has disappointed many plunderers.

A Maker's Privilege. Though smaragdine golems are sometimes given to powerful mages, scholars, theurgists, and hierophants as a token of esteem, they are always subject first to the magic and orders of their creators.

Smaragdine Golem

Large Construct, Unaligned

Armor Class 17 (natural armor)

Hit Points 231 (22d10 + 110)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	11 (+0)	21 (+5)	3 (−4)	11 (+0)	1 (−5)

Damage Immunities poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks not made with adamantine weapons

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 120 ft., passive Perception 10

Languages understands the languages of its creator but can't speak

Challenge 14 (11,500 XP) **Proficiency Bonus** +5

Construct Nature. The golem doesn't require air, food, drink, or sleep.

Enchanted Weapons. The golem's weapon attacks are magical. When the golem hits with any weapon, the weapon deals an extra 5d8 force damage (included in the attack).

Immutable Form. The golem is immune to any spell or effect that would alter its form.

Magic Resistance. The golem has advantage on saving throws against spells and other magical effects.

Magic Vessel. When the smaragdine golem counters or ends a spell with Absorb Spell, it holds the spell's magical energy within its body and becomes Charged for 1 minute. While Charged, the golem sheds dim light in a 10-foot radius.

Actions

Multiattack. The smaragdine golem makes two Slam attacks. It can replace one attack with a use of Release Spell.

Slam. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 20 (3d8 + 7) bludgeoning damage plus 22 (5d8) force damage.

Release Spell (Recharge Special). The smaragdine golem releases an absorbed spell's energy in a green burst centered on a point the golem can see within 60 feet of it. Each creature, other than the smaragdine golem, within 5 feet of that point per level of the absorbed spell must make a DC 18 Dexterity saving throw. On a failure, a creature takes 10 (3d6) force damage per level of the absorbed spell and is incapacitated until the end of its next turn. On a success, a creature takes half the damage and isn't incapacitated. The golem can use this action only if it is Charged (see the Magic Vessel trait).

Reactions

Absorb Spell. When a creature the smaragdine golem can see within 30 feet of it casts a spell, the golem can absorb the spell's energy, countering it. This works like the *counterspell* spell, except the golem must always make a spellcasting ability check, no matter the spell's level. Alternatively, when a creature the golem can see within 30 feet of the golem starts its turn while under the effects of a spell, such as *bless* or *heroes' feast*, the golem can absorb the spell's magic, ending the effect. In either case, the golem's ability check for this is +10. If it successfully counters or ends the spell, it becomes Charged (see the Magic Vessel trait). The golem can't use Absorb Spell while it is Charged.

Golem, Steam

With wicked axe blades fastened along its arms and bronze runes inlaid on its armored torso, this golem is a smooth-running machine of death.

Boilers and Hydraulics. A steam golem is built around a central boiler with clockwork gears and hydraulic cylinders powering its legs and arms. Most steam golems have axe blades welded onto each of their arms, and many have one arm extended in a single, long-hafted axe. They tower 10 feet tall, and their legs are often built with reversed knee joints for greater leverage when they move. The eyes of a steam golem glow orange or red from its internal fires.

Steam Whistle. A steam golem has four to six vents for releasing steam. These whistles are mounted over the shoulders and can be heard at distances up to a mile in open terrain.

Fuel Required. A steam golem's machinery consumes 30 pounds of coal and 100 gallons of water per day if it engages in more than brief combat. When resting or standing guard, a steam golem needs only one third of those amounts.

Steam Golem

Large Construct, Unaligned

Armor Class 18 (natural armor)

Hit Points 171 (18d10 + 72)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	12 (+1)	18 (+4)	3 (−4)	10 (+0)	1 (−5)

Damage Immunities fire, poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks not made with adamantine weapons

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 120 ft., passive Perception 10

Languages understands the languages of its creator but can't speak

Challenge 13 (10,000 XP) **Proficiency Bonus** +5

Boiler Weakness. If the steam golem starts its turn immersed in water, or if it was soaked with at least 20 gallons of water on its previous turn, it risks losing steam pressure in its boiler. The steam golem must succeed on a DC 20 Constitution saving throw or its internal fire is extinguished. Until its internal fire is relit, the golem's speed is halved, its AC is reduced by 2, and it must repeat the saving throw at the start of each of its turns. On a failure, it stops repeating this saving throw and becomes dormant, effectively dead until the fire is relit. A Medium or smaller creature within 5 feet of the golem can take an action to relight the golem's internal fire, making it active again.

Construct Nature. The golem doesn't require air, food, drink, or sleep.

Heated Weapons. The steam golem's weapon attacks are magical. When the golem hits with any weapon, the weapon deals an extra 4d8 fire damage (included in the attack).

Immutable Form. The golem is immune to any spell or effect that would alter its form.

Magic Resistance. The golem has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The steam golem makes one Axe Arm attack and one Long Axe attack.

Axe Arm. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 22 (4d6 + 8) slashing damage plus 18 (4d8) fire damage.

Long Axe. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 26 (4d8 + 8) slashing damage plus 18 (4d8) fire damage.

Steam Blast (Recharge 5–6). The steam golem releases a blast of steam in a 30-foot cone or in a 10-foot-radius cloud that extends from it, spreading around corners. Each creature in the area must make a DC 17 Dexterity saving throw, taking 54 (12d8) fire damage on a failed save, or half as much damage on a successful one.

Reactions

Whistle (Recharge 4–6). When a creature the steam golem can see within 30 feet of it casts a spell, the steam golem emits a shriek from its twin steam whistles. The spellcaster must succeed on a DC 17 Constitution saving throw or the spell fails and has no effect.

Gray Thirster

This dried-out body of a long dead traveler is still clad in the tattered remains of its clothes. Its skin, as dry as parchment, clings to its bones, and a hoarse moaning emanates from its dry, cracked lips.

Thirsting Undead. The greatest danger to people traversing badlands and deserts is thirst, and even the best prepared can find themselves without water. The lucky ones die quickly, while those less fortunate linger in sun-addled torment for days. These souls sometimes rise from the sand as gray thirsters, driven to inflict the torment they suffered upon other travelers.

Destroy Wells and Oases. Gray thirsters destroy or foul sources of water and often lurk near such sources to ambush those seeking clean water.

Thirsting Caravan. Though they hunt alone, in at least one case an entire caravan died of thirst and rose again as gray thirsters. Called the dust caravan, it prowls the deep desert accompanied by skin-changing gnolls, shrieking ghouls, and a mummy lord, building a strange, nomadic army.

GRAY THIRSTER

Medium Undead, Neutral Evil

Armor Class 13

Hit Points 52 (8d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	15 (+2)	6 (−2)	12 (+1)	14 (+2)

Skills Stealth +5

Damage Resistances necrotic

Damage Immunities fire, poison

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses darkvision 60 ft., passive Perception 11

Languages understands the languages it knew in life but can't speak

Challenge 2 (450 XP) **Proficiency Bonus** +2

Thirst Aura. A creature that starts its turn within 30 feet of the gray thirster must succeed on a DC 12 Constitution saving throw or suffer one level of exhaustion. On a successful saving throw, the creature is immune to the gray thirster's Thirst Aura for the next 24 hours.

Thirsting Dead Nature. The gray thirster doesn't require air, food, or sleep.

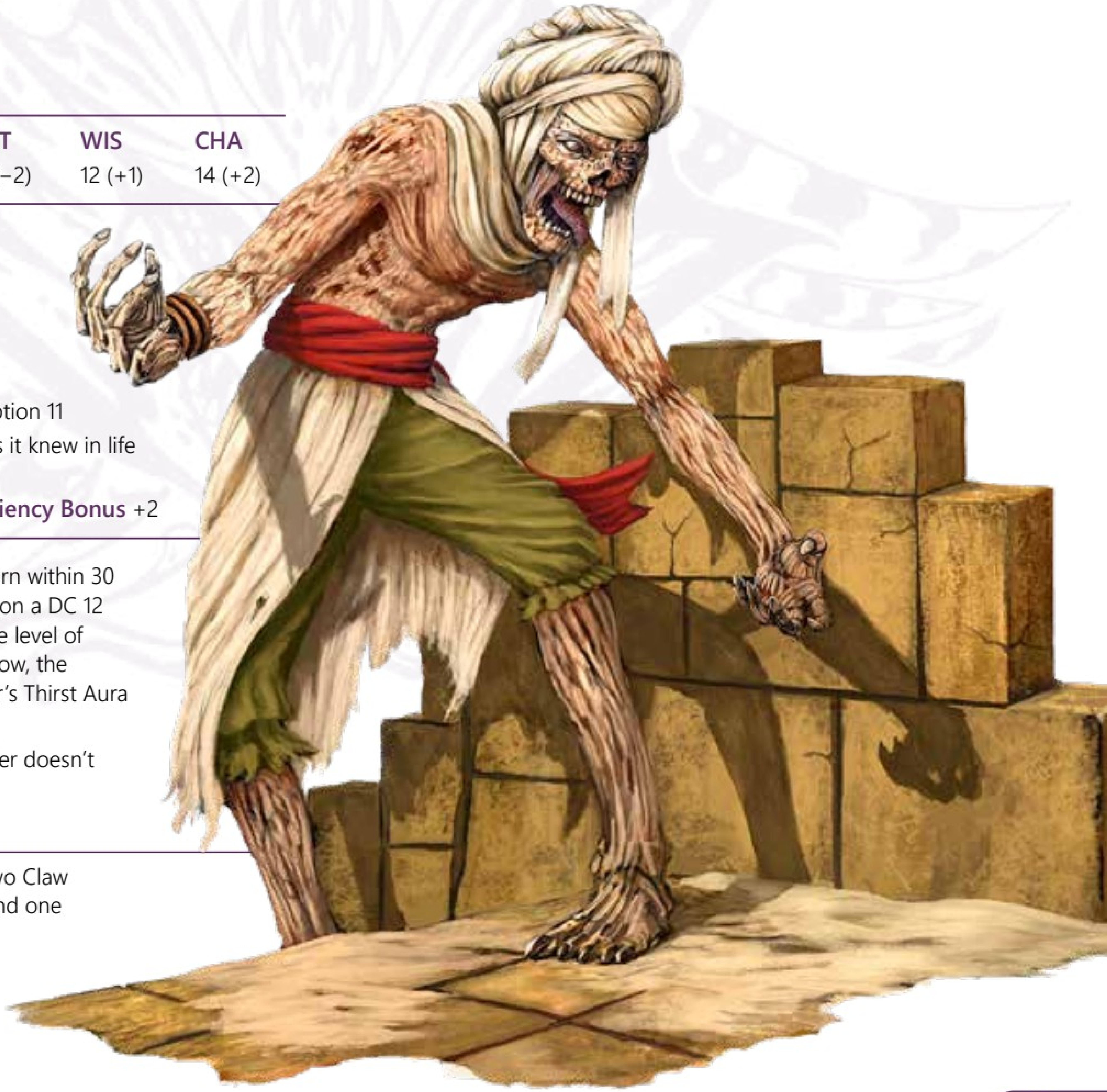
ACTIONS

Multiattack. The gray thirster makes two Claw attacks, or it makes one Claw attack and one Withering Turban attack.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) slashing damage.

Withering Turban. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one creature. *Hit:* 7 (1d8 + 3) necrotic damage. The target must succeed on a DC 12 Constitution saving throw or its hp maximum is reduced by an amount equal to the damage taken. The target has disadvantage on this saving throw if it failed the saving throw against the thirster's Thirst Aura. This reduction lasts until the target finishes a long rest with no levels of exhaustion. The target dies if this effect reduces its hp maximum to 0.

Drought (1/Day). The gray thirster draws the moisture from containers and creatures around it. Nonmagical water and other liquids within 20 feet of the thirster that aren't being worn or carried turn to dust. Each creature within 20 feet of the thirster that isn't a Construct or Undead must make a DC 12 Constitution saving throw. On a failure, a creature takes 9 (2d8) necrotic damage and up to 5 gallons of nonmagical liquid it is wearing or carrying turn to dust. On a success, a creature takes half the damage, and nonmagical liquids it is wearing or carrying don't turn to dust. Plants, Oozes, creatures with the Amphibious or Water Breathing trait, and creatures made mostly of water, such as water elementals or steam mephitis, have disadvantage on the saving throw.



Gremlin, Azza

These tiny, hairless, rail-thin creatures crackle with static electricity. Arcs of lightning snap between their long ears.

Lightning Lovers. Azza gremlins live among storm clouds, lightning-based machinery, and other places with an abundance of lightning.

Magnetic Flight. Although wingless, their light bodies are perfectly attuned to electromagnetic fields, giving them buoyancy and flight. They love playing in thunderstorms and riding lightning bolts between the clouds or between clouds and the ground. They feed off lightning and love to see its effects on other creatures.

Work with Spellcasters. Although they aren't much more than hazardous pests by themselves, more malicious creatures and spellcasters that use lightning as a weapon work with azza gremlins to amplify their own destructiveness. Azza gremlins stand 12 to 18 inches tall and weigh approximately 8 pounds.

Azza Gremlin

Small Fey, Neutral

Armor Class 14

Hit Points 7 (2d6)

Speed 10 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
5 (−3)	18 (+4)	10 (+0)	12 (+1)	13 (+1)	16 (+3)

Damage Immunities lightning, thunder

Senses darkvision 120 ft., passive Perception 11

Languages Common, Primordial

Challenge 1/4 (50 XP) **Proficiency Bonus** +2

Contagious Lightning. A creature that touches the azza gremlin or hits it with a metal weapon while within 5 feet of it receives a discharge of lightning. The creature must succeed on a DC 10 Constitution saving throw or attract lightning for 1 minute. For the duration, attacks that deal lightning damage have advantage against the affected creature, the creature has disadvantage on saving throws against spells and effects that deal lightning damage, and if the creature takes lightning damage, it is paralyzed until the end of its next turn. An affected creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Actions

Lightning Jolt. *Melee or Ranged Spell Attack:* +5 to hit, reach 5 ft. or range 30 ft., one creature. *Hit:* 6 (1d6 + 3) lightning damage, and the target must succeed on a DC 10 Constitution saving throw or be affected by Contagious Lightning.

Reactions

Ride the Bolt. The azza gremlin can travel instantly along any bolt of lightning. When a bolt of lightning strikes or an effect deals lightning damage within 30 feet of the gremlin, it can teleport to an unoccupied space within 5 feet of where the lightning struck or dealt damage.

Gremlin, Rum

Found on docks and ships, these small, pot-bellied creatures have bright green hair, orange eyes, and a drunken stare. They reveal mouths filled with razor-sharp teeth behind lopsided grins.

Drunken Aura. Rum gremlins make their homes near the docks of seaside towns and some are known to stow away on ships. Each rum gremlin radiates a magic aura that causes those nearby to experience the effects of being drunk. Those affected find it difficult to stay on their feet and may become sick if exposed to rum gremlins for too long.

Sailor Victims. The little horrors often create distracting sounds and small traps. Rum gremlins prey on sailors and dockworkers, working in groups to swarm affected victims who they drag into their lairs below docks or in the holds of ships. They also take great delight in the collateral damage their magic can wreak, frequently sparking accusations and quarrels in places they inhabit before picking off isolated victims.

Rat Friends. Rum gremlins are often found with rat swarms or doppelrats (see page 109) they have trained to help protect their nests. The sound of bells drives rum gremlins into a rage, and they will go to great lengths to destroy the source of their torment.

Rum Gremlin

Tiny Fey, Chaotic Evil

Armor Class 13

Hit Points 27 (6d4 + 12)

Speed 20 ft., climb 10 ft., swim 10 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	14 (+2)	12 (+1)	9 (−1)	12 (+1)

Skills Stealth +5

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 10

Languages Common, Sylvan

Challenge 1/2 (100 XP) **Proficiency Bonus** +2

Aura of Drunkenness. The rum gremlin radiates an aura of drunkenness to a radius of 20 feet. Each creature that starts its turn in the aura must succeed on a DC 12 Constitution saving throw or be poisoned for 1 hour. A creature that has consumed alcohol within the past hour has disadvantage on the saving throw. While poisoned, a creature falls prone if it tries to move more than half its speed during a turn. A creature that succeeds on the saving throw is immune to the rum gremlin's Aura of Drunkenness for 24 hours.

Magic Resistance. The rum gremlin has advantage on saving throws against spells and other magical effects.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, range 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

Claws. *Melee Weapon Attack:* +5 to hit, range 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

Spellcasting. The gremlin casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 11):

At will: *prestidigitation*

3/day: *command*

Rum Gremlins in Midgard

Legends say the rum gremlins originated when Loki bet Ninkash she couldn't craft a brew potent enough to knock him out in a drinking contest. Ninkash won the contest, but a band of mites watching the contest made off with the remaining beer and transformed into the first rum gremlins.

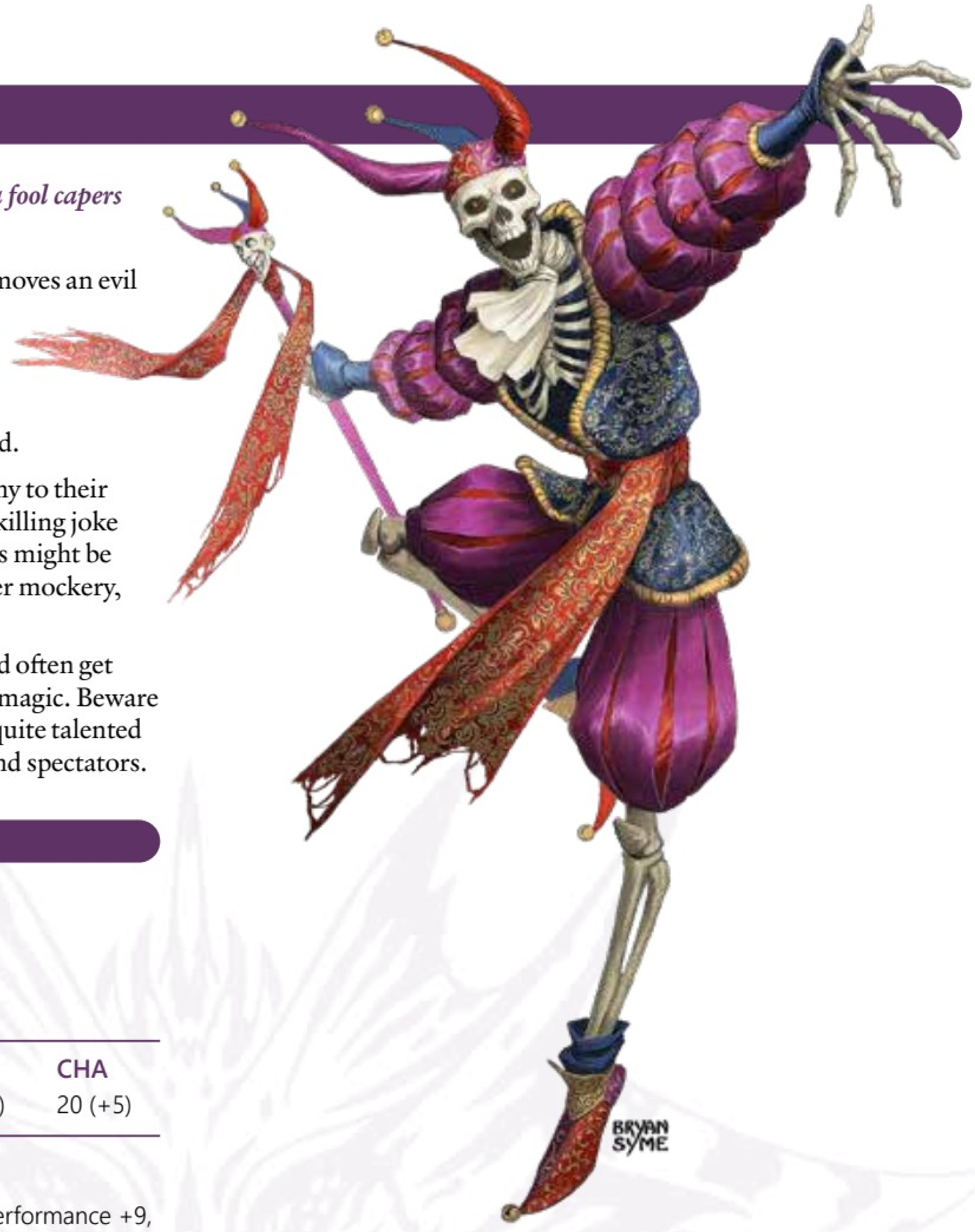
Grim Jester

A skeletal cadaver bedecked in the motley attire of a fool capers about while making jokes that mock mortality.

Amusing Death. When a jester on its deathbed moves an evil death god to laughter, the fool sometimes gains a reprieve as a grim jester. Their purpose is to bring an end to mortal lives in a gruesome, comic, and absurd manner. As long as such jesters keep the death god amused, their continued unlife is assured.

Grisly Humor. A grim jester's jokes are not funny to their victims, but they offer a grim finality in combat. A killing joke might be absurd or sheer braggadocio, while others might be high-flown. Grim jesters are famous for grim, bitter mockery, but such humor rarely entertains mortals.

Randomness. Grim jesters enjoy randomness and often get their hands on *wands of wonder* and scrolls of chaos magic. Beware the grim jester with a *deck of many things*—they are quite talented in pulling cards whose magic then applies to foes and spectators.



Grim Jester

Medium Undead, Chaotic Evil

Armor Class 18 (natural armor)

Hit Points 136 (16d8 + 64)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	22 (+6)	18 (+4)	16 (+3)	16 (+3)	20 (+5)

Saving Throws Dex +10, Con +8, Cha +9

Skills Acrobatics +10, Deception +9, Perception +7, Performance +9, Sleight of Hand +10, Stealth +10

Damage Resistances cold

Damage Immunities necrotic, poison; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses darkvision 120 ft., passive Perception 17

Languages Abyssal, Celestial, Common, Gnomish, telepathy 120 ft.

Challenge 11 (7,200 XP) **Proficiency Bonus** +4

Last Laugh. Unless it is destroyed in a manner amusing to the god of death that created it, the grim jester gains a new body in 1d20 days, regaining all its hp and becoming active again. The new body appears in a place of the god's choosing.

Mock the Dying. Death saving throws made within 60 feet of the grim jester have disadvantage.

Turn Resistance. The grim jester has advantage on saving throws against any effect that turns undead.

Undead Nature. The grim jester doesn't require air, food, drink, or sleep.

Actions

Multiattack. The grim jester can use its Killing Joke. It then makes two Necrotic Claw attacks. It can replace one attack with a use of Spellcasting.

Necrotic Claw. *Melee Spell Attack:* +9 to hit, range 5 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage plus 14 (4d6) necrotic damage.

Killing Joke. The grim jester tells an ancient, nihilistic joke to one creature it can see within 60 feet of it. The target must succeed on a DC 17 Wisdom saving throw or fall prone in a fit of laughter, becoming incapacitated and unable to stand up for 1 minute. A creature that fails this saving throw by 5 or more is reduced to 0 hp instead. The incapacitated target can repeat the saving throw at the end of each of its turns, taking 14 (4d6) necrotic damage on a failed save or ending the effect on itself on a success.

Spellcasting. The grim jester casts one of the following spells, requiring no components and using Charisma as the spellcasting ability (spell save DC 17):

At will: *disguise self, grease*

3/day each: *magic mouth* (as an action), *mirror image*

1/day each: *mislead, seeming*

Bonus Actions

Joker's Shuffle (Recharge 6). The grim jester exchanges locations with a Medium or smaller creature it can see within 60 feet of it. The jester and target each teleport to the other's space, and each becomes covered in a magical illusion to look and sound like the other. A creature must take an action to visually inspect an illusion and succeed on a DC 19 Intelligence (Investigation) check to discern that the jester and target are disguised. The illusions last for 1 minute, until the jester dies, or until the jester dismisses them as a bonus action.

Gug

The giant, four-armed, two-legged creature steps forward, long claws extended. A large toothy mouth splits its torso from shoulders to navel.

Underworld Godlings. Gugs are giants of the underworld that enjoy smashing and devouring lesser creatures. Their burbling and grunting speech displays a surprising and malign intelligence to those who can understand it. Gugs are occasionally worshipped by tribes of derro, and their strange underworld cities are filled with esoteric monoliths and constructs.

Nocturnal Raiders. While gugs were banished into the underworld by forgotten gods long ago, they regularly flout this prohibition by raiding the surface by night. They also spend much time in the Ethereal Plane, and some gug spellcasters travel the planes with entourages of fext (see page 171) or noctiny (see page 287).

Prey on Ghouls. Gugs devour ghouls and darakhul as their preferred food. When these are not available, they seem to prefer carrion and particular varieties of psychotropic mushrooms, as well as something that is best described as candied bats.

Gug

Huge Giant, Neutral Evil

Armor Class 17 (natural armor)

Hit Points 230 (20d12 + 100)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	10 (+0)	21 (+5)	10 (+0)	8 (−1)	14 (+2)

Saving Throws Str +11, Dex +4, Con +9, Cha +6

Skills Athletics +11, Perception +3, Stealth +4

Damage Immunities poison

Condition Immunities exhaustion, paralyzed, poisoned

Senses darkvision 240 ft., passive Perception 13

Languages Deep Speech, Giant, Undercommon

Challenge 12 (8,400 XP) **Proficiency Bonus** +4

Towering Strength. The gug is considered to be a Gargantuan giant for the purpose of determining its carrying capacity.

Actions

Multiattack. The gug makes two four Grasping Claw attacks, or it makes two Grasping Claw attacks and two Stomp attacks. It can replace one Grasping Claw attack with a use of Fling or Swallow.

Grasping Claw. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 18 (2d10 + 7) bludgeoning damage, and the target is grappled (escape DC 17) if it is a Large or smaller creature. The gug has four Grasping Claws, each of which can grapple only one target.

Stomp. *Melee Weapon Attack:* +11 to hit, reach 10 ft. *Hit:* 20 (2d12 + 7) bludgeoning damage, and the target must succeed on a DC 17 Strength saving throw or be knocked prone.

Fling. One Large or smaller object held or creature grappled by the gug is thrown up to 60 feet in a random direction and knocked prone. If a thrown target strikes a solid surface, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 17 Dexterity saving throw or take the same damage and be knocked prone.

Swallow. The gug makes one Grasping Claw attack against a Large or smaller creature it is grappling. If the attack hits, the target is also swallowed, and the grapple ends. While swallowed, the target is blinded and restrained, it has total cover against attacks and other effects outside the gug, and it takes 14 (4d6) acid damage at the start of each of the gug's turns. A gug can have only one creature swallowed at a time.

If the gug takes 30 damage or more on a single turn from the swallowed creature, the gug must succeed on a DC 19 Constitution saving throw at the end of that turn or regurgitate the creature, which falls prone in a space within 10 feet of the gug. If the gug dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 10 feet of movement, exiting prone.

Hag, Blood

This bent-backed crone has long, leathery arms and cruel, flesh-shearing talons. Her face is a misshapen mass of leathery flesh with a bulbous nose, like a gnarled knot on an old oak tree, and her hair falls in ringlets of wriggling worms.

Blood hags have long skulked on the fringes of society. The hags prey on mankind, stealing seed to propagate, blood to satisfy their insatiable thirst, and faces as trophies of these short-lived and bloody trysts.

Worm Hair. A blood hag's hair is a morass of wriggling worms, ever-thirsty for fresh blood.

Blood Hag

Medium Fey, Chaotic Evil

Armor Class 16 (natural armor)

Hit Points 204 (24d8 + 96)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	18 (+4)	19 (+4)	21 (+5)	17 (+3)

Saving Throws Dex +7, Con +8, Cha +7

Skills Deception +7, Intimidation +7, Perception +9, Stealth +7

Condition Immunities charmed, poisoned

Senses darkvision 60 ft., passive Perception 19

Languages Common, Giant, Sylvan

Challenge 11 (7,200 XP) **Proficiency Bonus** +4

Blood Sense. The blood hag can pinpoint the location of creatures that aren't Constructs or Undead within 60 feet of her and can sense the general direction of such creatures within 1 mile of her.

Actions

Multiattack. The blood hag makes three Claw or Blood Bolt attacks and can use Blood-Drinking Hair or Face Peel. She can replace one attack with a use of Sanguine Curse.

Claws. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 19 (4d6 + 5) slashing damage, and the target is grappled (escape DC 17) if it is a Medium or smaller creature. The blood hag has two claws, each of which can grapple only one target.

Blood Bolt. *Ranged Spell Attack:* +9 to hit, range 60 ft., one target. *Hit:* 18 (3d8 + 5) necrotic damage. If the target is a creature with blood, it must succeed on a DC 17 Constitution saving throw or be poisoned until the end of its next turn.

Blood-Drinking Hair. The hag drains blood from one creature grappled by her. The target must make a DC 17 Constitution saving throw, taking 18 (4d8) necrotic damage on a failed save, or half as much damage on a successful one. The blood hag regains hp equal to half the necrotic damage taken.

Face Peel. The blood hag peels the face off one creature grappled by her. The target must succeed on a DC 17 Dexterity saving throw or take 14 (4d6) slashing damage and be stunned until the end of its next turn. The target's hp maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. While its hp maximum is reduced in this way, the target has disadvantage on all Charisma checks. The target dies if this effect reduces its hp maximum to 0.

Sanguine Curse. The blood hag curses one creature she can see or sense within 60 feet of her. The target must succeed on a DC 17 Wisdom saving throw or be cursed for 1 minute. A creature automatically succeeds on this saving throw if it doesn't have blood. While cursed, the target is incapacitated and takes 9 (2d8) necrotic damage at the start of each of its turns as its internal blood vessels rupture. The cursed target can repeat the saving throw at the end of each of its turns, ending the curse on itself on a success.

The blood hag can have only one target cursed at a time. If it curses another, the effect on the previous target ends.

Spellcasting. The blood hag casts one of the following spells, requiring no material components and using Wisdom as the spellcasting ability (spell save DC 17):

At will: *disguise self*, *knock*, *tongues*

3/day each: *modify memory*, *pass without trace*

Hag, Mirror

This hunchbacked crone's sallow skin is covered with growths and lesions.

Hideous Hex. Until a creature can see past the hag's deformities, she curses it with the pain of a disfigured life. Some mirror hags do this for the betterment of all, but most do it because causing pain amuses them.

Warped Features. Mirror hags are hunchbacked, with growths and lesions covering their skin. Their joints misalign, and the extremities of their bones press against their skin. However, it is their faces that inspire legends: the blackest moles sprouting long white hairs, noses resembling half-eaten carrots, and eyes mismatched in size, color, and alignment. If a creature recoils from a mirror hag's looks, she bestows her reconfiguring curse on it.

Mirror Covens. Mirror hags can form a coven with two other hags. Generally, mirror hags only form covens with other mirror hags, but from time to time a mirror hag will join a coven of witches or green hags.

Mirror Hag

Medium Fey, Chaotic Neutral

Armor Class 16 (natural armor)

Hit Points 147 (14d8 + 84)

Speed 30 ft., fly 10 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	22 (+6)	12 (+1)	14 (+2)	19 (+4)

Damage Resistances thunder

Condition Immunities charmed, frightened

Senses darkvision 60 ft., passive Perception 12

Languages Common, Sylvan

Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Confounding Ugliness. Any Humanoid that starts its turn within 60 feet of the hag and can see the hag's true form must succeed on a DC 15 Wisdom saving throw or be incapacitated until the start of its next turn. If the Humanoid's saving throw is successful, it is immune to the hag's Confounding Ugliness for the next 24 hours.

Unless the target is surprised or the revelation of the hag's true form is sudden, the target can avert its eyes to avoid the saving throw at the start of its turn. If the Humanoid does so, it can't see the hag until the start of its next turn, when it can avert its eyes again. If the Humanoid looks at the hag in the meantime, it must immediately make the save.

Actions

Multiattack. The mirror hag can use her Reconfiguring Curse. She then makes one Bite attack and two Claw attacks. She can replace her Bite attack with a use of Spellcasting.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage plus 5 (2d4) necrotic damage.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage plus 5 (2d4) necrotic damage.

Reconfiguring Curse. The mirror hag curses one creature she can see within 60 feet of her, corrupting its form. The target must make a DC 15 Constitution saving throw. On a success, the target is immune to the hag's Reconfiguring Curse for the next 24 hours. On a failure, the target is cursed, suffering one of the following effects of the hag's choice:

- **Disfigured.** The target's skin erupts with growths and lesions, and it has disadvantage on all Charisma checks made to influence Humanoids, except for Intimidation.
- **Sickly.** The target becomes frail and unhealthy, and it has disadvantage on Constitution saving throws. It regains only half its lost hp at the end of a long rest, and it halves the result of any Hit Dice rolled to restore hp during a short rest.
- **Twisted.** The target's limbs and spine become bent and clumsy. It has disadvantage on all Dexterity checks and Dexterity saving throws, and its speed is reduced by 10 feet.
- **Withered.** The target's muscles atrophy, and it has disadvantage on all Strength checks and Strength saving throws.

Spellcasting. The blood hag casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 15):

At will: *disguise self, ray of enfeeblement*

1/day each: *dispel magic, locate creature*

Hag, Red

The red-skinned woman steps forward, sunlight glinting in her raven hair as red magic swirls around her.

An elder race—older than the elves, and as old as the dragons, they claim—red hags are the most cunning and longest-lived of the hags, with a lifespan of more than a thousand years.

Beautiful and Strong. Unlike many of their hag kin, red hags are not horrid to look upon, and most are considered comely in their own right. Few know anything about them, and the red hags do little to enlighten scholars, preferring seclusion.

Tied to Nature. Red hags have a deep connection with all elements of nature, and they often make their homes in deep forests, in caves, or alongside coastlines.

Blood Magic. Because of their connection to nature, red hags often serve as druids. Within their druidic circles they practice blood sacrifices and perform ritualistic blood magic—both to slake their craving for humanoid blood, but also as a means to venerate goddesses of dark magic. The ancient hags all answer to a hierarchy with the most powerful spellcasters at the top.

Red Hag

Medium Fey, Neutral Evil

Armor Class 15 (natural armor)

Hit Points 136 (16d8 + 64)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	18 (+4)	18 (+4)	21 (+5)	15 (+2)

Skills Arcana +10, Deception +5, Insight +8, Perception +8

Condition Immunities charmed, frightened, poisoned

Senses darkvision 60 ft., passive Perception 18

Languages Common, Druidic, Giant, Sylvan

Challenge 7 (2,900 XP) **Proficiency Bonus** +3

Amphibious. The red hag can breathe air and water.

Blood Sense. The red hag can pinpoint the location of creatures that aren't Constructs or Undead within 60 feet of her and can sense the general direction of such creatures within 1 mile of her.

Magic Resistance. The red hag has advantage on saving throws against spells and other magical effects.

Speak with Beasts. The red hag can communicate with Beasts as if they shared a language.

Actions

Multiattack. The hag makes two Claw attacks or three Blood Bolt attacks. She can replace one attack with a use of Spellcasting.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage plus 9 (2d8) necrotic damage.

Blood Bolt. *Ranged Spell Attack:* +8 to hit, range 60 ft., one target. *Hit:* 14 (2d8 + 5) necrotic damage. If the target is a creature with blood, it must succeed on a DC 16 Constitution saving throw or be poisoned until the end of its next turn.

Siphon Blood (Recharge 5–6). The red hag drains blood from nearby creatures. Each creature that isn't a Construct or Undead within 20 feet of the red hag must make a DC 16 Constitution saving throw, taking 35 (10d6) necrotic damage on a failed save, or half as much damage on a successful one. If at least one creature fails the saving throw, the next spell the red hag casts is cast as if the spell used a spell slot two levels higher than the spell's lowest level.

Spellcasting. The red hag casts one of the following spells, requiring no material components and using Wisdom as the spellcasting ability (spell save DC 16):

At will: *animal friendship, druidcraft, entangle*

3/day: *cure wounds, dispel magic, lesser restoration*

1/day: *control water, freedom of movement*

Red Hags in Midgard

Red hags are more sociable among their own kind than other hags are, and they sometimes live in small communities in remote areas. In ancient times, they settled together in larger clusters and ruled small cities of mixed populations—especially in Old Verrayne. Their current leader is Blood Mother Margase, an ancient druid.

Their greatest city, Talitheos, an island metropolis of vast wealth and magical knowledge, sunk during the cataclysm, and the hags have been seeking its ruins ever since.

Hag, Sand

This withered crone glares malevolently, her face framed by lank, gray hair. Her malicious grin is filled with shark teeth and drool trickles from her lips.

Hatred of Beauty. Dressed in tattered robes and skeletally thin, sand hags are terrifying crones that haunt desert ruins and forgotten oases. Their hatred for things of beauty and peace is terrible to behold. A sand hag uses her illusions and mimicry to lure travelers into an ambush.

False Oasis. These hags delight in tricking a caravan into an illusory oasis, killing all the riding animals and pack animals so the travelers can't flee, and then terrifying and slaughtering them one by one.

Drain Bodies. For the slaughter of animals or humanoids, a sand hag prefers to rely on her claws, which drain the moisture from her victims. They leave the mummified remnants in postures of life—tied to a saddle or atop a guard tower—to terrify others.

Sand Hag

Medium Fey, Chaotic Evil

Armor Class 17 (natural armor)

Hit Points 120 (16d8 + 48)

Speed 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	16 (+3)	14 (+2)	16 (+3)

Skills Deception +6, Perception +5, Stealth +5

Senses darkvision 120 ft., passive Perception 15

Languages Common, Dwarvish, Giant, Gnomish

Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Magic Resistance. The sand hag has advantage on saving throws against spells and other magical effects.

Mimicry. The sand hag can mimic animal sounds and Humanoid voices. A creature that hears the sounds can tell they are imitations with a successful DC 16 Wisdom (Insight) check.

Scorpion Walk. Difficult terrain composed of sand or gravel doesn't cost the hag extra movement. In addition, while in sandy terrain, she doesn't leave tracks and has tremorsense out to a range of 30 feet.

Actions

Multiattack. The hag makes three Claw attacks. If two Claw attacks hit one creature, the target must succeed on a DC 14 Constitution saving throw or suffer one level of exhaustion. A creature can't suffer more than two levels of exhaustion from this effect.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage.

Illusory Appearance. The sand hag covers herself and anything she is wearing or carrying with a magical illusion that makes her look like another creature of her general size and Humanoid shape. The illusion ends if the hag takes a bonus action to end it or if she dies.

The changes wrought by this effect fail to hold up to physical inspection. Otherwise, a creature must take an action to visually inspect the illusion and succeed on a DC 20 Intelligence (Investigation) check to discern that the hag is disguised.

Scouring Sirocco (Recharge 5–6). The sand hag generates a blast of hot wind and sand in a 30-foot cone. Each creature in the area must make a DC 14 Constitution saving throw. On a failure, a creature takes 14 (4d6) slashing damage and 9 (2d8) fire damage and is blinded for 1 minute. On a success, a creature takes half the damage and isn't blinded. A blinded creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. The area is heavily obscured by airborne sand until the start of the sand hag's next turn.

Spellcasting. The sand hag casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 14):

At will: *silent image*

3/day each: *hallucinatory terrain* (as an action), *major image*

Harpy, Owl

This winged woman's face is wreathed in a headdress of feathers; her luminous eyes and aquiline nose lend beauty to her feral demeanor. Her sharp, taloned feet seem even more inhuman by comparison.

Harpy Queens. An owl harpy is a queen among her kind, possessing superior grace and intelligence and an owl's predatory instinct and savage appetite. Owl harpies never grow hair, only feathers, which often wreathe their faces and crown their heads like a headdress. Their taloned feet are strong and razor sharp. They are much stronger fliers than lesser harpies; they swoop and hover in mid-air with ease to tear their prey apart. They are found in temperate climates as well as in deserts and jungles.

Nocturnal Magic. Owl harpies practice a rare, potent magic associated with darkness and the night. They can counter most light sources easily. So refined is their hearing that neither darkness nor invisibility detracts from their ability to hunt their quarry. Their acute hearing also means that thunderous noises distress them.

Servants of Darkness. Owl harpies are natural bards thanks to their sharp wits, and most are zealous followers of deities and demon lords of darkness and night. Less common but not unheard of are owl harpy oracles, scholars, and collectors. These savants are known to exchange their knowledge and insights for companionship or for unusual gifts and treasures.

Owl Harpy

Medium monstrosity, neutral evil

Armor Class 14 (natural armor)

Hit Points 112 (15d8 + 45)

Speed 20 ft., fly 80 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	16 (+3)	11 (+0)	14 (+2)	18 (+4)

Skills Performance +7, Stealth +9

Damage Vulnerabilities thunder

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 12

Languages Common, Abyssal, Giant

Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Hypersensitive Hearing. The owl harpy has advantage on Wisdom (Perception) checks that rely on hearing, and it can't use its blindsight while deafened.

Quiet Wings. The owl harpy has advantage on Dexterity (Stealth) checks made to hide while flying.

Actions

Multiattack. The owl harpy makes two Claw attacks and two Talon attacks.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) slashing damage.

Talon. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

Sleeping Song. The owl harpy sings a magical melody. Every Humanoid and Giant within 300 feet of the harpy that can hear the song must succeed on a DC 15 Wisdom saving throw or fall unconscious until the song ends. The harpy must take a bonus action on its subsequent turns to continue singing. It can stop singing at any time. The song ends if the harpy is incapacitated. An unconscious target wakes if it takes damage or if another creature uses an action to wake it. A target that successfully saves is immune to this harpy's song for the next 24 hours.

Hovering Darkness (3/Day). While flying, the owl harpy shakes a fine, magical dander from her wings, and a 15-foot radius of magical darkness extends out from her, moves with her, and spreads around corners. The darkness lasts as long as the owl harpy flies and maintains concentration, up to 10 minutes (as if concentrating on a spell). Darkvision can't penetrate this darkness, and no natural light can illuminate it. If any of the darkness overlaps with an area of light created by a spell of 2nd level or lower, the spell creating the light is dispelled.

Haugbui

A thick swirl of dust rises, settles, and forms the vague outline of a human—two points of yellow light shine where its eyes should be, staring malevolently.

Mound Haunter. A haugbui is an undead spirit tied to its burial mound or barrow. It serves as a familiar, protective spirit to nearby farmsteads or villages, so long as tribute is regularly paid to the haugbui. Traditional offerings may include pouring the first beer from a barrel, leaving portions of meals out overnight, sacrificing blood or livestock, or burying a portion of any income in the mound. A freshly-woken haugbui devours the remains of creatures it was buried with, such as a hawk, hound, or horse.

Milder Spirits. Haugbuis are similar to vættir (see page 378) but much older. They are more humble and less prone to taking umbrage, and indeed, a great many haugbui have long since forgotten their own names. They are not quick to spill blood when irritated and thus are viewed with greater tolerance by the living.

Scrye and Watch. Haugbuis prefer to watch over their people from within their mound, and only come forth over the most grievous insults or injuries. They can do a great deal from within their mounds thanks to their scrying ability.

HAUGBUI

Medium Undead, Lawful Neutral

Armor Class 15

Hit Points 153 (18d8 + 72)

Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	20 (+5)	18 (+4)	15 (+2)	20 (+5)	16 (+3)

Saving Throws Dex +10, Con +9, Wis +10

Skills Arcana +7, History +7, Intimidation +8, Perception +10, Religion +12

Damage Resistances acid, cold, fire, lightning, necrotic, thunder

Damage Immunities poison; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, restrained

Senses truesight 60 ft., passive Perception 20

Languages the languages it knew in life, telepathy 120 ft.

Challenge 13 (10,000 XP) **Proficiency Bonus** +5

Incorporeal Movement. The haugbui can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Sunlight Sensitivity. While in sunlight, the haugbui has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Turn Resistance. The haugbui has advantage on saving throws against any effect that turns undead.

Undead Nature. The hangbui doesn't require air, food, drink, or sleep.

ACTIONS

Multiattack. The haugbui makes three Psychic Blast attacks. It can replace one attack with a use of Spellcasting.

Psychic Blast. *Melee or Ranged Spell Attack:* +10 to hit, range 120 ft., one target. *Hit:* 27 (5d8 + 5) psychic damage.

Invisibility. The haugbui magically turns invisible until it attacks or casts a spell, or until its concentration ends (as if concentrating on a spell). Any equipment the haugbui wears or carries is invisible with it.

Spellcasting. The haugbui casts one of the following spells, requiring no components and using Wisdom as the spellcasting ability (spell save DC 18):

At will: *dancing lights, mending, purify food and drink, spare the dying*

3/day each: *gust of wind, telekinesis*

1/day each: *dispel magic, remove curse*

BONUS ACTIONS

Sepulchral Scrying (Recharge 6). While within 1 mile of its burial mound, the haugbui creates an invisible sensor within 5 miles of the mound for 1 minute. When it uses this bonus action and as a bonus action on each of its turns for the duration, the haugbui can switch between using its own senses and projecting its senses through the sensor. While projecting its senses through the sensor, it can see, hear, telepathically communicate, and cast spells as if it was in the sensor's space, and it is blinded and deafened with regard to its own senses. The sensor can be dispelled (DC 14).

Herald of Blood

The giant has bruised, purple skin and wart-like blood blisters that deform its features. It wears cowled robes, and its staff is ebony and mithral embedded with precious stones.

As powerful sorcerers and blood mages, heralds of blood are without peer. They enjoy enslaving ogres and giants whenever possible, though they make do with lesser slaves when they must.

Dark Prophets. Their stirring speeches proclaim that the end times are fast approaching and that all must prepare for a bloody reckoning. Their charismatic preaching serves various elder earthly gods, who demand blood sacrifices, and dark druid orders devoted to hunting and murdering innocents. They have the power to grant strength, lust, and vitality—or to wither those who cross them.

Blood Magic Vortexes. Beneath their giant-like veneer, heralds of blood are swirling vortexes of blood, bone, and raw magical power. They feed on ley line magic and the black blood of the earth as much as on flesh and blood.

Herald of Blood

Huge Fiend, Neutral Evil

Armor Class 15 (natural armor)

Hit Points 184 (16d12 + 80)

Speed 30 ft., fly 50 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	12 (+1)	20 (+5)	14 (+2)	17 (+3)	16 (+3)

Saving Throws Str +10, Con +9, Wis +7

Skills Arcana +10, Perception +7

Damage Resistances cold, fire, lightning

Damage Immunities necrotic, poison

Condition Immunities exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 240 ft., passive Perception 17

Languages Common, Draconic, Infernal, Void Speech

Challenge 12 (8,400 XP) **Proficiency Bonus** +4

Blood Armor. Each time a creature with blood hits the herald with a melee attack while within 10 feet of the herald, the creature takes 4 (1d8) necrotic damage, and the herald's AC increases by 1 until the end of its next turn. The herald's AC can't be increased to more than 20 from this trait.

Actions

Multiattack. The herald makes three Herald's Staff or Blood Bolt attacks, or it makes two Herald's Staff attacks and one Grasping Slam attack.

Herald's Staff. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 13 (2d6 + 6) bludgeoning damage plus 13 (3d8) necrotic damage.

Grasping Slam. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) bludgeoning damage, and the target is grappled (escape DC 17) if it is a Large or smaller creature. Until this grapple ends, the target is restrained and takes 9 (2d8) necrotic damage at the start of each of its turns, and the herald can't use its Grasping Slam on another target.

Blood Bolt. *Ranged Spell Attack:* +7 to hit, range 120 ft., one target. *Hit:* 25 (5d8 + 3) necrotic damage. If the target is a creature with blood, it must succeed on a DC 17 Constitution saving throw or be poisoned until the end of its next turn.

Call Blood (Recharge 5–6). Each creature with blood within 10 feet of the herald must make a DC 17 Constitution saving throw, taking 45 (10d8) necrotic damage on a failed save, or half as much damage on a successful one. The herald then gains temporary hp equal to the single highest amount of necrotic damage dealt. A creature that fails the saving throw by 5 or more also suffers one level of exhaustion.

Bonus Actions

Grant Blood Rage. The herald of blood infuses reckless rage in one creature it can see within 60 feet of it that isn't a Construct or Undead. The target must succeed on a DC 17 Constitution saving throw or be enraged for a number of rounds equal to the target's Constitution modifier. While enraged, the target has advantage on all melee attack rolls, and attack rolls against it have advantage. When the rage ends, the target takes 13 (3d8) necrotic damage and suffers one level of exhaustion. A creature with any levels of exhaustion automatically succeeds on this saving throw.

Herald of Darkness

A tall and beautiful fiend, this creature resembles a dark-haired fey wearing a cloak and armor glittering with dark light.

Heralds of darkness speak in fluid tones and sing with the voices of angels, but their hearts are foul and treacherous.

Vision of Evil. Heralds of darkness can take on another appearance entirely, disappearing into insubstantial shadows and unveiling an evil majestic form that leaves those who see it shaken and weak—and often blind. Speaking of this form is difficult, but poets and bards trying to describe it have said it resembles an apocalyptic horror built of chained souls and the slow death of innocents carried along in a glacial river, rushing to an inevitable doom.

Sword and Cloak. The black sword and star-scattered cloak of a herald of darkness are part of its magical substance and cannot be parted from it. Some believe the cloak and blade are true visions of its body, and that the smiling face and pleasing form are entirely illusory.

Corruptors of the Fey. Heralds of darkness are companions and sometimes masters to the shadow fey (see page 158). They seek to draw many others into their orbit with wild promises of great power, debauchery, and other delights. They are rivals to the heralds of blood (see page 232) and bitter foes to all angels of light.

Herald of Darkness

Large Fiend, Neutral Evil

Armor Class 15 (chain shirt)

Hit Points 105 (10d10 + 50)

Speed 30 ft., fly 50 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	20 (+5)	12 (+1)	15 (+2)	19 (+4)

Saving Throws Str +8, Con +8, Cha +7

Skills Athletics +8, Deception +7, Perception +5, Stealth +5

Damage Resistances bludgeoning, cold, lightning

Damage Immunities necrotic, poison

Condition Immunities exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 240 ft., passive Perception 15

Languages Common, Elvish, Goblin, Infernal, Sylvan

Challenge 7 (2,900 XP) **Proficiency Bonus** +3

Made of Shadows (Shadow Form Only). The herald of darkness has resistance to bludgeoning, piercing, and slashing damage and can enter a hostile creature's space and stop there. In addition, it can move through a space as narrow as 1 inch wide without squeezing.

Shadow's Sight. Magical darkness doesn't impede the herald's darkvision.

Actions

Multiattack. The herald of darkness makes two Embrace Darkness or Shadow Sword attacks.

Embrace Darkness (Shadow Form Only). *Melee Spell Attack:* +7 to hit, reach 0 ft., one creature in the herald's space. *Hit:* 18 (3d8 + 5) necrotic damage, and the target must succeed on a DC 15 Constitution saving throw or be paralyzed until the end of its next turn.

Shadow Sword (Fiend Form Only). *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage plus 9 (2d8) necrotic damage.

Majesty of the Abyss (Recharge 5–6). The herald of darkness emits a sinister burst of infernal power. Each creature within 15 feet of the herald and that can see it must make a DC 15 Constitution saving throw. On a failure, a creature takes 27 (6d8) necrotic damage and is blinded for 1 minute. On a success, a creature takes half the damage and isn't blinded. A creature that fails the saving throw by 5 or more is also paralyzed until the end of its next turn. A blinded creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Bonus Actions

Shadow Shape. The herald magically transforms into a Large shadow or back into its true form, which is a Fiend. Its statistics are the same in each form. Any equipment it is wearing or carrying transforms with it. It reverts to its true form if it dies.

Horakh

Resembling a cave cricket the size of a dog, this beast's black, chitinous thorax is topped by a translucent digestive sac. Half-digested eyeballs of various sizes and colors float in the sac.

Leaping Claws. Insectoid killing machines with a penchant for consuming their victim's eyes, the bloodthirsty horakhs travel in small packs and make lightning-fast attacks against the weak or vulnerable. Their powerful rear legs enable enormous bounding leaps, while the sharp hooks at the end of their powerful claws help them to climb and latch onto prey. Heads dominated by scooped mandibles can shoot forward like pistons, shearing meat from bone.

Leaping Screech. When attacking, a horakh leaps from its hiding spots while making a deafening screech. Horakhs are highly mobile on the battlefield. If threatened, horakhs return to the shadows to attack from a more advantageous position.

Herd the Blinded. After blinding their prey, horakhs often herd the blind like sheep until they are ready to consume their prey and sometimes even use the blinded prey as bait to capture other creatures. Many an explorer has been ambushed, blinded, and condemned to death in the bowels of the earth by these predators.

Horakh

Medium Monstrosity, Neutral

Armor Class 17 (natural armor)

Hit Points 161 (19d8 + 76)

Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	19 (+4)	19 (+4)	5 (–3)	15 (+2)	10 (+0)

Saving Throws Dex +8

Skills Athletics +8, Perception +6, Stealth +8

Senses darkvision 60 ft., tremorsense 30 ft., passive Perception 20

Languages understands Undercommon but can't speak

Challenge 9 (5,000 XP) **Proficiency Bonus** +4

Implant Egg. If the horakh reduces a creature to 0 hp with a Bite attack or as a bonus action while within 5 feet of a creature with 0 hp, the horakh can implant an egg in the creature. The implanted egg rests in the creature's eye socket for 14 days while it incubates. A host creature can carry only one horakh egg to term at a time. While the egg is implanted, the host can't use its eye and has disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight. Exactly 24 hours before the egg hatches, the host becomes blinded. When the egg hatches, the young horakh erupts from the host's head, killing the host in the process.

A *lesser restoration* spell cast on the host destroys the egg. Alternatively, a creature other than the host can take an action to remove the egg by succeeding on a DC 16 Wisdom (Medicine) check. On a failure, the host takes 9 (2d8) slashing damage.

Standing Leap. The horakh's long jump is up to 30 feet and its high jump is up to 15 feet, with or without a running start.

Actions

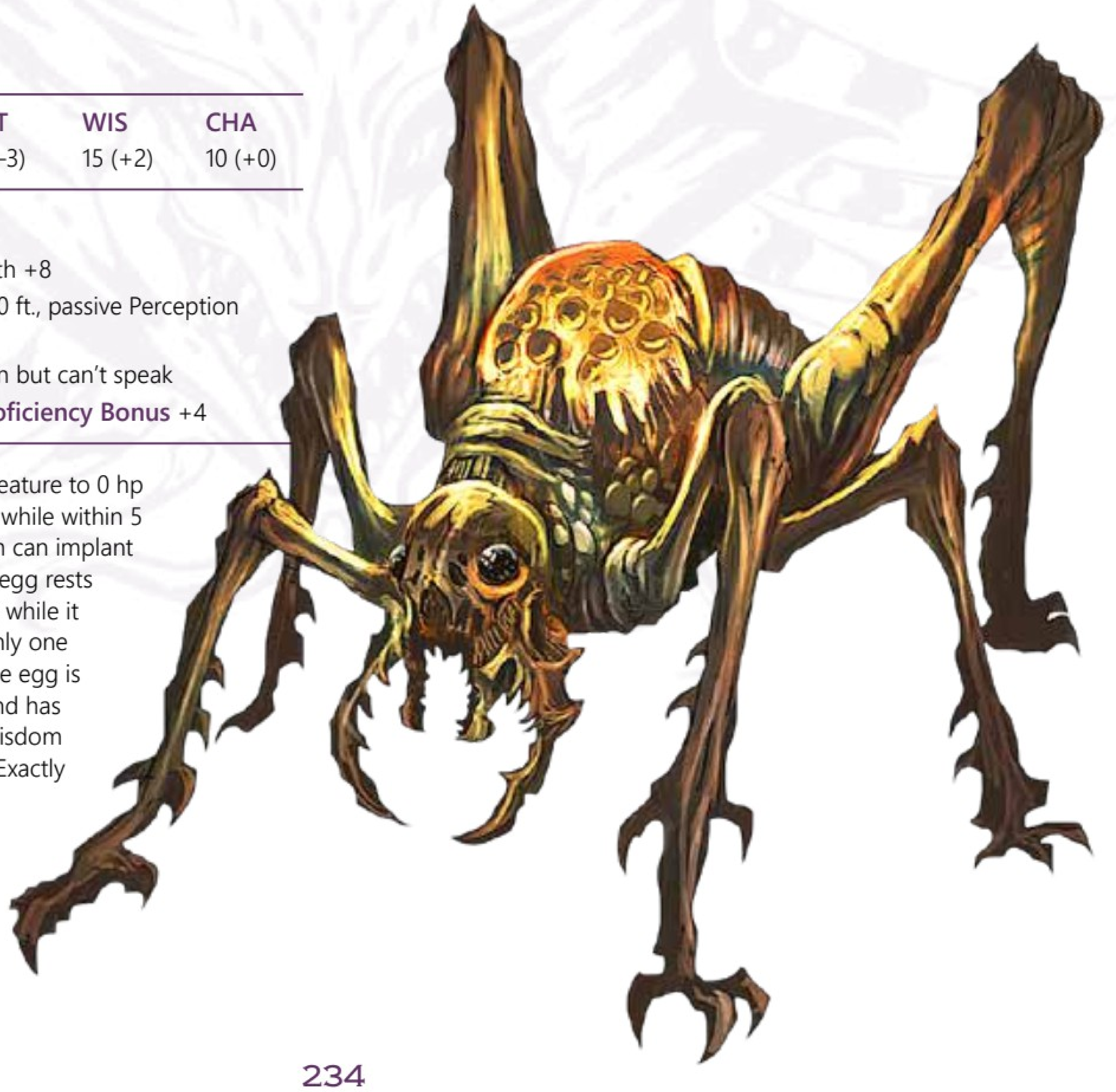
Multiattack. The horakh makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 22 (4d8 + 4) piercing damage. If the horakh scores a critical hit, it removes one of the target's eyes, provided the target has eyes, and places the eye in a fluid sac on its thorax. While missing half or less of its total number of eyes, the target has disadvantage on attack rolls and Wisdom (Perception) checks that rely on sight. While missing more than half its total number of eyes, the target is blinded until its sight is restored.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 17 (3d8 + 4) slashing damage.

Bonus Actions

Shadow Stealth. While in dim light or darkness, the horakh takes the Hide action.



Hound of the Night

This enormous black hound pants in the moonlight, wisps of steam rising from its muzzle, as it follows its elvish master.

Fey Bloodhounds. Hounds of the night are bred by the shadow fey (see page 158) for use as hunting companions and guardians, and they excel at both tasks. Far more intelligent than other hounds, they are difficult to evade once they are on a quarry's trail, because they can think their way past problems that would throw their lesser kin off the trail. Their shadow fey masters claim that hounds of the night can smell a shadow on running water and can sniff out a ghost passing through a wall.

Cousins to Winter. Somewhere in their early existence as a breed, some enterprising hunter interbred them with winter wolves. Every trace of their white fur is long gone, but the cold breath of those dread canines remains.

Dimensional Stepping. Hounds of night excel at distracting prey while some of their pack teleport away to achieve some larger goal, such as dragging off a treasure or overwhelming a spellcaster in the back ranks.

Hound of the Night

Large Monstrosity, Neutral

Armor Class 15 (natural armor)

Hit Points 112 (15d10 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	14 (+2)	7 (–2)	14 (+2)	10 (+0)

Saving Throws Dex +6, Con +5, Wis +5

Skills Intimidation +3, Perception +5, Stealth +6

Damage Vulnerabilities fire

Damage Immunities cold

Senses darkvision 60 ft., passive Perception 15

Languages understands Elvish and Umbral but can't speak

Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Fey Scent. The hound of the night has advantage on Wisdom (Perception) checks that rely on smell. If it is tracking a Fey, Giant, or Humanoid whose scent it knows, the hound can continue tracking that creature if the creature moves into the Border Ethereal or teleports, provided the creature isn't in the Border Ethereal for more than 1 minute or that the creature doesn't teleport more than 100 feet at a time.

Actions

Multiattack. The hound of the night makes two Bite attacks.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage plus 4 (1d8) cold damage, and the target must succeed on a DC 14 Strength saving throw or be knocked prone.

Frost Breath (Recharge 5–6). The hound exhales frost in a 15-foot cone. Each creature in the area must make a DC 14 Dexterity saving throw, taking 27 (6d8) cold damage on a failed save, or half as much damage on a successful one.

Teleport (Recharge 4–6). The hound magically teleports, along with any equipment it is wearing or carrying, up to 60 feet to an unoccupied space it can see. Before or after teleporting, the hound can make one Bite attack.

Hulking Whelp

This gray-skinned dog-like creature seems pathetically eager to please but fantastically skittish, its ears alerting at every nearby sound, and its large oval eyes following anything that passes by.

Emotional Giant. A hulking whelp is a tightly wound ball of emotion, extremely defensive of its personal space and terrified of the world around it. When it feels its personal space is violated, or its fragile concentration is broken, the small, quivery fey grows into a muscled beast of giant proportions.

Calm Friend. When its emotions are under control, a hulking whelp is friendly and even helpful, although this has more to do with its guilt over past actions than a true desire to help others. In its calm form, a hulking whelp is just over three feet tall at the shoulder and weighs 50 pounds. Unleashed, it is 20 feet tall and 4,000 pounds.

Hulking Whelp

Small Fey (Shapechanger), Chaotic Neutral

Armor Class 15 (natural armor)

Hit Points 94 (9d12 + 36)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	18 (+4)	7 (–2)	14 (+2)	9 (–1)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Senses passive Perception 12

Languages —

Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Frightened Anger (Hulking Form Only). The hulking whelp has disadvantage on saving throws against spells and other magical effects that reduce strong emotions, such as the *calm emotions* spell.

Pacify (Hulking Form Only). A friendly creature that has interacted peacefully with the hulking whelp in its whelp form can try to calm it by speaking firmly and persuasively. The hulking whelp must be able to hear the creature, who must take an action to make a DC 15 Charisma (Persuasion) check. If the check succeeds, the hulking whelp transforms back into its whelp form on its next turn and stops attacking. If the hulking whelp takes damage before then, it remains in its hulking form and continues attacking.

Unleashed Emotion (Hulking Form Only). On each of the hulking whelp's turns, it attacks the nearest creature it can see. If no creature is near enough to move to and attack, the hulking whelp attacks an object, with preference for an object smaller than itself. If no creature is near enough to move to and attack for two turns in a row, the hulking whelp uses Change Shape to return to its whelp form and stops attacking.

Actions

Multiattack. The hulking whelp makes two Slam attacks.

Slam. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 18 (3d8 + 5) bludgeoning damage.

Bonus Actions

Change Shape. The hulking whelp transforms into a Huge, hulking canine or back into its true whelp form, which is Fey. Its statistics, other than its size and creature type, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Reactions

Defensive Transformation (Whelp Form Only). When the hulking whelp is hit with an attack or when a creature it can see or hear within 30 feet of it threatens to harm it, it must succeed on a DC 12 Wisdom saving throw or transform into its hulking canine form (see the Change Shape bonus action).

Hundun

A toothless mouth adorns the headless shoulders of this oversized, four-armed, doughy humanoid. Colors and half-formed phantasmal shapes appear and vanish around it, to the creature's obvious delight.

Creative Chaos. Wise yet child-like creatures of chaos, hunduns are four-armed, headless humanoids that embody spontaneous creation and the confusion that precedes enlightenment. Taking delight in creation of all kinds, they bring change to the staid and stagnant, spin revelation from confusion, and inspire moments of great creation—from works of art to new nations and faiths, and even the formation of planets and planes.

Nonsense Speech. Although not mindless, hunduns rarely seem to act out of conscious thought; however, their actions seem wise and are usually benevolent. They communicate only in nonsense words but have no trouble communicating among themselves or acting in coordination with other celestials.

Flesh of Creation. Hundun blood is a powerful catalyst, and their spittle is a potent drug. Each hundun's heart is an Egg of Worlds—an artifact that can give birth to new concepts, powers, or even worlds. Obviously, the hundun must die for its heart to be used this way, but this is a sacrifice one might make willingly under the right circumstances.

Hundun

Large Celestial, Chaotic Good

Armor Class 18 (natural armor)

Hit Points 153 (18d10 + 54)

Speed 40 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	16 (+3)	4 (–3)	20 (+5)	18 (+4)

Saving Throws Con +7, Wis +9, Cha +8

Skills Athletics +9, Insight +9, Perception +9

Damage Resistances lightning, radiant, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities acid, psychic

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone, stunned, unconscious

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 19

Languages understands Celestial and Primordial, but can't speak intelligibly

Challenge 12 (8,400 XP) **Proficiency Bonus** +4

Inscrutable. The hundun is immune to any effect that would sense its emotions or read its thoughts, as well as any divination spell that it refuses. Wisdom (Insight) checks made to ascertain the hundun's intentions or sincerity have disadvantage.

Magic Resistance. The hundun has advantage on saving throws against spells and other magical effects.

Radiant Fists. The hundun's Slam attacks are magical. When the hundun hits with a Slam attack, the attack deals an extra 2d6 radiant damage (included in the attack).

Actions

Multiattack. The hundun can use its Motivating Babble. It then makes four Slam attacks.

Slam. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage plus 7 (2d6) radiant damage.

Motivating Babble. The hundun babbles incoherently at one creature it can see within 60 feet of it. The target must succeed on a DC 17 Wisdom saving throw or suffer one of the following effects until the end of its next turn. Roll a d4 to determine which effect happens.

1. Distracted. The target is distracted with a flood of new ideas and has disadvantage on attack rolls and saving throws.

2. Enlightened. The target's mind fills with solutions to many of its problems, reducing its burden on itself. Its speed is increased by half, and its jump distance is doubled.

3. Inspired. The target is inspired by new ideas and has advantage on attack rolls and saving throws.

4. Struck with Genius. The target's speed is reduced to 0 and it must use its next action to write itself a note, tie a small knot, or create some other physical reminder of the great idea that just struck it.

Spellcasting. The hundun casts one of the following spells, requiring no material components and using Wisdom as the spellcasting ability (spell save DC 17):

At will: *create or destroy water*, *dancing lights*, *minor illusion*, *prestidigitation*

3/day each: *black tentacles*, *fabricate* (as an action), *irresistible dance*

1/day each: *creation* (as an action), *plant growth*

Ice Maiden

This alluring beauty has flesh and hair as white as snow and eyes as blue as glacial ice.

Born of the Ice. Ice maidens are the daughters of powerful creatures of the cold, such as the Snow Queen (see page 184), frost giants, and thursir (see page 210). A few result from pleas by pregnant women lost in the snows, desperate to save their children. Fraughashar (see page 192) often raise these infants as ice maidens.

Solitary Lives. Most ice maidens live solitary existences save for a servant or two under their thrall. They're lonely creatures, desperate for love but condemned to know companionship only through their magical kiss. If genuine love ever fills an ice maiden's heart, she melts into nothingness.

Killing Dilemma. An ice maiden's hunger for affection and contact leads her to harm those she approaches, which only drives her harder to seek warmth and love. An ice maiden can become a dryad or even a humanoid if she keeps a lover's heart warm for a full year.

Ice Maiden

Medium Fey, Lawful Evil

Armor Class 16 (natural armor)

Hit Points 84 (13d8 + 26)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	15 (+2)	19 (+4)	13 (+1)	20 (+5)

Saving Throws Con +5, Cha +8

Skills Deception +8, Persuasion +8, Stealth +6

Damage Vulnerabilities fire

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities cold

Senses darkvision 60 ft., passive Perception 11

Languages Common, Giant, Sylvan

Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Chilling Presence. A creature that starts its turn within 15 feet of the ice maiden must succeed on a DC 16 Constitution saving throw or take 3 (1d6) cold damage. Unprotected, nonmagical flames within 15 feet of the maiden are extinguished, and water freezes if it remains within 15 feet of the maiden for at least 1 minute.

Ice Walk. The ice maiden can move across icy and snowy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost her extra movement.

Magic Resistance. The ice maiden has advantage on saving throws against spells and other magical effects.

Snow Sight. The ice maiden can see through areas obscured by snow or fog without penalty.

Actions

Multiattack. The ice maiden makes two Ice Blade or Ice Bolt attacks.

Ice Blade. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage plus 14 (4d6) cold damage.

Ice Bolt. *Ranged Spell Attack:* +8 to hit, range 60 ft., one target. *Hit:* 19 (4d6 + 5) cold damage.

Kiss of the Frozen Heart. The ice maiden kisses a willing Humanoid, freezing the target's heart. The target has immunity to cold damage, but it is charmed by the ice maiden until the maiden ends the effect (no action required) or until the target is kissed by a creature that loves it. The charmed target obeys the maiden's verbal commands. If the target suffers any harm from the maiden or her allies, or if it receives a suicidal command, it can make a DC 16 Wisdom saving throw, ending the effect on itself on a success. The maiden can have no more than three Humanoids charmed at a time.

Icy Embrace (Recharge 5–6). The ice maiden blasts wintry weather on a point she can see within 60 feet of her. Each creature within 15 feet of that point must make a DC 16 Dexterity saving throw. On a failure, a creature takes 28 (8d6) cold damage and is restrained by ice until the end of its next turn. On a success, a creature takes half the damage and isn't restrained. The area then becomes icy, difficult terrain for 1 minute.

Bonus Actions

Snow Step. The ice maiden teleports, along with any equipment she is wearing or carrying, up to 30 feet to an unoccupied space she can see. The origin and destination spaces must contain snow or ice.

Idolic Deity

This small demonic idol emits a palpable malice.

Relics of Dark Gods. Idolic deities are found in ancient temples and deserted tombs. They are relics of an elder age and all that remain of the favored children of a deceiving dark god—mighty lordlings like Akoman the Evil Thought, Nanghant the Discontented, and Sarvar the Oppressor. Sent to consume the souls of those worshiping gods of light, these beings of shadow and sand labor slowly through corruption of the soul rather than outright war.

Imprisoned Corruption. The first idolic deities were created when corrupted ancient tribes and their priests began worshiping idols as gods, forsaking their masters' purposes to revel in their pride and vanity. Their deities struck them down for their treachery and imprisoned their corrupted souls in the idols they worshiped.

IDOLIC DEITY

Small Construct, Neutral Evil

Armor Class 17 (natural armor)

Hit Points 105 (14d6 + 56)

Speed 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	20 (+5)	18 (+4)	10 (+0)	11 (+0)	20 (+5)

Saving Throws Wis +3

Skills Deception +8, Stealth +8

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison, psychic

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned, prone

Senses darkvision 60 ft., passive Perception 10

Languages Abyssal, Common, Infernal, telepathy 60 ft.

Challenge 8 (3,900 XP) **Proficiency Bonus** +3

Apostasy Aura. The idolic deity's presence causes devout followers to doubt their faith. When a creature attempts to use divine or celestial power, such as a cleric casting a spell or a paladin using Divine Smite, it must make a DC 16 Wisdom saving throw. On a failure, the spell, class feature, or other divine or celestial power is expended, but it has no effect.

Construct Nature. The idolic deity doesn't require air, food, drink, or sleep.

False Appearance. While the idolic deity remains motionless, it is indistinguishable from a normal statue.

Incorporeal Movement. The idolic deity can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

ACTIONS

Multiattack. The idolic deity can use its Seduce the Righteous. It then makes two Slam attacks.

Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) bludgeoning damage plus 18 (4d8) psychic damage.

Seduce the Righteous. The idolic deity corrupts one creature it can see within 30 feet of it. The target must succeed on a DC 16 Wisdom saving throw or have disadvantage on attack rolls, ability checks, or saving throws (the idolic deity's choice) until the end of its next turn. Creatures that wield divine or celestial power, such as clerics, paladins, or aasimars, have disadvantage on the saving throw.

BONUS ACTIONS

Shadow Stealth. While in dim light or darkness, the idolic deity takes the Hide action.

Isonade

The creature's mighty tail thrashes ships, docks, and sailors in its path of destruction.

Coastal Destroyer. The isonade is a beast of destruction, sweeping away entire islands and villages. Though not very intelligent, it singles out a community and tries to lure residents into the waves by forcing plentiful fish to the surface, easy pickings for even the most amateur fishers.

Ocean Sacrifices. When coastal villagers suffer from a hurricane or tsunami, they fall back on folklore and blame the stirrings of the isonade. Some say that a degenerate group seeks to draw the beast forth by dumping a long chain of bound and screaming sacrifices into the lightless depths of the sea.

Ancient Being. The beast's age is unknown, and many coastal bards tell various legends of the creature. Some say it is the last of its kind, while others say that a small group of isonades lurks in the depths.

Isonade

Gargantuan Monstrosity, Chaotic Neutral

Armor Class 18 (natural armor)

Hit Points 222 (12d20 + 96)

Speed 10 ft., swim 100 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	14 (+2)	26 (+8)	6 (–2)	18 (+4)	8 (–1)

Saving Throws Str +15, Con +13, Wis +9

Skills Athletics +15, Perception +9

Damage Immunities cold

Senses darkvision 90 ft., passive Perception 19

Languages understands Aquan and Elvish, but can't speak

Challenge 14 (11,500 XP)

Proficiency Bonus +5

Influence Weather. Nearby weather responds to the isonade's desires. At the start of each minute, the isonade can choose to change the precipitation and wind within 1 mile of it by one stage, up or down (no action required). This effect works like the changing weather conditions aspect of the *control weather* spell, except the isonade can't change the temperature and the conditions change immediately.

Magic Resistance. The isonade has advantage on saving throws against spells and other magical effects.

Siege Monster. The isonade deals double damage to objects and structures.

Water Breathing. The isonade can breathe only underwater.

Actions

Multiattack. The isonade makes one Bite attack and two Tail Slap attacks.

Bite. *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. *Hit:* 36 (4d12 + 10) piercing damage. If the target is a Large or smaller creature, it must succeed on a DC 18 Dexterity saving throw or be swallowed by the isonade. A swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside the isonade, and it takes 21 (6d6) acid damage at the start of each of the isonade's turns. An isonade can have no more than four creatures swallowed at a time. If the isonade takes 30 damage or more on a single turn from a creature inside it, it must succeed on a DC 23 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the isonade. If the isonade dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 20 feet of movement, exiting prone.

Tail Slap. *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. *Hit:* 24 (4d6 + 10) bludgeoning damage.

Breach. If the isonade swims at least 20 feet as part of its movement, it can use this action to emerge in a space on the surface of the water that contains one or more other creatures. Each of those creatures and each creature within 10 of the isonade's space must make a DC 18 Dexterity saving throw. On a failure, a creature takes 49 (14d6) bludgeoning damage and is knocked prone. On a success, a creature takes half the damage and is pushed up to 10 feet out of the isonade's space into an unoccupied space of the creature's choice. If no unoccupied space is within range, the creature instead falls prone in the isonade's space.

Jaculus

This small dragon has feathered wings on its forearms and clings with powerful claws to a tree.

The jaculus (plural jaculi) is a draconic predator similar to a small wyvern that roams the forest and jungle looking for valuable objects it can add to its hoard. Also called the javelin snake, a jaculus loves shiny or reflective items, and it is clever enough to identify items of real value. It will fight and kill to take items it desires, which it stashes inside hollow trees far from any forest trail.

Leapers. Jaculi are far better jumpers than flyers. They climb faster than they fly, and they use their wings to flap clumsily back into the trees only when necessary.

Teamwork Thievery. Jaculi are among the least intelligent of the dragons, but they're still smarter than most humans. They're known to pursue cunning and complicated plots to build their hoards. Many traditional tales tell of jaculi in the southern forests working as teams to separate merchants and other travelers from their wealth, figuring out ways to abscond with gems and jewelry before the owners even know they've been robbed. Some jaculi may feign docility or even pretend to be friendly and helpful, but wise travelers know that the creatures drop such ruses as soon as they can steal what they're seeking.

Jaculus

Small Dragon, Neutral Evil

Armor Class 15 (natural armor)

Hit Points 65 (10d6 + 30)

Speed 20 ft., climb 20 ft., fly 10 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	17 (+3)	13 (+1)	13 (+1)	13 (+1)

Saving Throws Dex +6 Cha +3

Skills Acrobatics +6, Perception +3, Stealth +6

Damage Resistances acid, lightning

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 13

Languages Common, Draconic

Challenge 3 (700 XP) **Proficiency Bonus** +2

Spearhead. If the jaculus moves at least 10 feet straight toward a target and then hits it with a Bite attack on the same turn, the target takes an extra 4 (1d8) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Standing Leap. The jaculus's long jump is up to 20 feet and its high jump is up to 10 feet, with or without a running start.

Actions

Multiattack. The jaculus makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

Kalke

Combining the head of a goat and the body of a monkey, this creature exhibits the social grace of a baboon with the pretensions of a scholar.

Fiendish pests that infest derelict wizards' towers and laboratories, the kalkes are either the by-product of botched gates into the lower realms or the personification of an evil deity's contempt for wizards. All kalkes act with the arrogance of magi while having the social characteristics of baboons. Being of fiendish blood, kalkes do not age. Though lacking any formal spellcasting ability, all kalkes can produce magical effects through the dramatic mumming of largely spontaneous and unstudied rituals.

Hoard Magical Paraphernalia. The drive to produce ever more fanciful rituals gives a kalke the compulsion to accumulate spell components, magical foci, and other occult paraphernalia. Although these objects serve no purpose, the kalkes seek out spellcasters in their vicinity and steal any paraphernalia they can find. Because they have no ability to distinguish what's magically useful from what isn't, they grab any jewelry, pouches, sticks, or ornate objects they uncover.

Perform Rituals. Troops of kalkes inhabit trees, caverns, and ruins around sites of significant magical activity. Twice a month, or more during major astrological and seasonal events, the kalkes gather to perform—by way of dance, chanting, and sacrifice—an imagined rite of great magic. The effort has an equal chance of achieving nothing whatsoever, causing dangerous but short-lived misfortunes (snakes raining on the countryside, creatures summoned from the lower planes), or triggering calamities (great fires or floods).

Hagglers. The kalkes will return the goods they've taken, in exchange for a ransom or fee. These exchanges need to have the outward appearance of being impressively in the kalke's favor. A particularly generous (or devious) spellcaster may be able to reach an accommodation with a persistent local troop of kalkes.

Kalke

Small Fiend, Neutral Evil

Armor Class 14 (natural armor)

Hit Points 18 (4d6 + 4)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (−1)	14 (+2)	12 (+1)	13 (+1)	7 (−2)	13 (+1)

Skills Perception +0, Sleight of Hand +4, Stealth +4

Damage Resistances poison

Senses darkvision 120 ft., passive Perception 10

Languages Abyssal, Common, Infernal

Challenge 1/4 (50 XP) **Proficiency Bonus** +2

Magic Resistance. The kalke has advantage on saving throws against spells and magical effects.

Sense Magic. The kalke senses magic within 120 feet of it at will and can sense the general direction of spells being cast within 1 mile of it. This trait otherwise works like the *detect magic* spell but isn't itself magical.

Actions

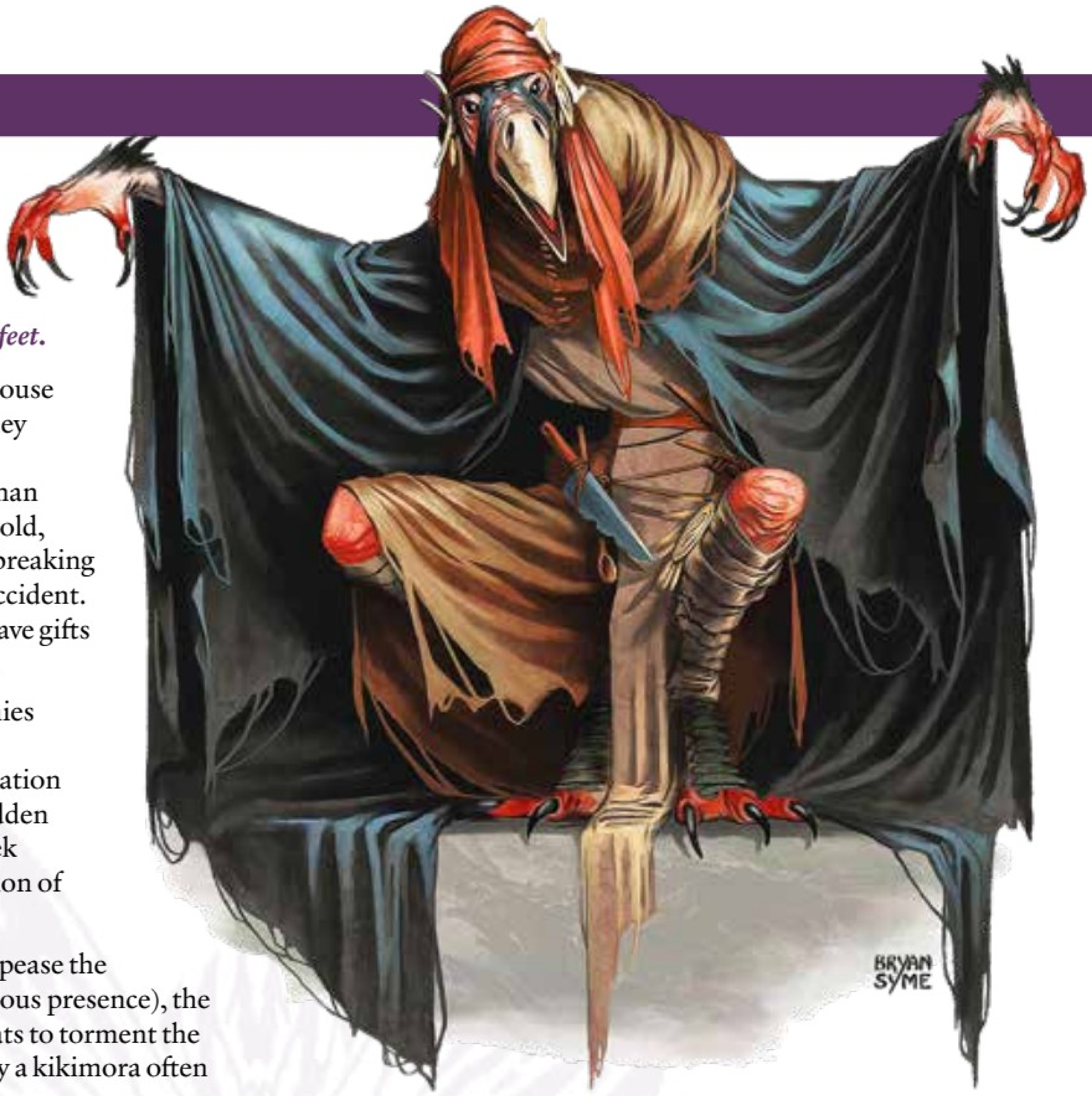
Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage.

Use Magic Item (Recharge 5–6). The kalke activates a magic item in its possession and can ignore all class, race, and level requirements on the item. The kalke must make a DC 11 Intelligence saving throw. On a success, the item activates normally. On a failure, the item doesn't activate and can't be used again until the next dawn. If the kalke fails the saving throw by 5 or more, it causes a magical backlash. Each creature within 5 feet of the kalke, including the kalke, must make a DC 11 Dexterity saving throw, taking 5 (2d4) force damage on a failed save, or half as much damage on a successful one.

Bonus Actions

Nimble Escape. The kalke takes the Disengage or Hide action.

Kikimora



This strange-looking humanoid combines the features of an old crone and some manner of bird. A shawl covers her head but cannot contain her prominent beak and clawed hands. Her skirt reveals bird-like feet.

Filthy Illusions. Kikimoras are devious house spirits who torment those in their domain. They delight in harassing homeowners with their illusions, making a house look much filthier than it actually is. Their favored illusions include mold, filth, and scuttling vermin. They love secretly breaking things and making destruction seem like an accident. They then convince the house's residents to leave gifts as enticement for making repairs in the night.

Brownie Hunters. Kikimoras hate brownies (see *Tome of Beasts 3*). While brownies can be mischievous, kikimoras bring pain and frustration on their housemates instead of remaining hidden and helping chores along. Some brownies seek out kikimora-infested homes with the intention of evicting them.

Pest Control. If homeowners refuse to appease the kikimora (or cannot rid themselves of its devious presence), the kikimora sends a swarm of spiders, rats, or bats to torment the inhabitants. Inhabitants in a home plagued by a kikimora often believe it is haunted.

Kikimora

Medium Fey, Chaotic Neutral

Armor Class 15 (natural armor)

Hit Points 78 (12d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (+4)	15 (+2)	12 (+1)	16 (+3)	21 (+5)

Skills Deception +8, Persuasion +8, Stealth +7

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Senses darkvision 60 ft., passive Perception 13

Languages Common, Sylvan

Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Hidden Home. The kikimora can spend 1 minute scribing a magical symbol on a wall, baseboard, cupboard, or other semi-permanent object within a structure. The symbol remains until the kikimora inscribes another symbol elsewhere. While within 5 feet of the surface where the symbol is inscribed, the kikimora can use an action to touch the symbol and be transported to an extradimensional space just large enough to hold the kikimora and up to 50 pounds of nonmagical objects. Only the kikimora can enter this space, along with any nonmagical objects it is wearing or carrying, up to the extradimensional space's limits. While inside the extradimensional space, the kikimora can see out as if through a 2-foot-by-2-foot window centered on the symbol and can exit the space as an action, appearing in an unoccupied space within 10 feet of the surface where the symbol is inscribed.

If the kikimora is killed or if it creates a second symbol while objects remain within the extradimensional space, the objects are safely ejected to an unoccupied space nearest the surface where the first symbol was inscribed.

Magic Resistance. The kikimora has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The kikimora makes three Claw attacks.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Domestic Magic. The kikimora can cast the *mending*, *minor illusion*, and *prestidigitation* cantrips at will, requiring no material components and using Charisma as the spellcasting ability.

Invisibility. The kikimora magically turns invisible until it attacks or casts a spell, or until its concentration ends (as if concentrating on a spell). Any equipment the kikimora wears or carries is invisible with it.

House Pests (1/Day). The kikimora magically calls 1 swarm of bats, insects, or rats. The called creatures arrive in 1d4 rounds, acting as allies of the kikimora and obeying its spoken commands. The Beasts remain for 1 hour, until the kikimora dies, or until the kikimora dismisses them as a bonus action.

Bonus Actions

Homeward Step. While within a structure containing its hidden home (see the Hidden Home trait), the kikimora magically teleports, along with any equipment it is wearing or carrying, to an unoccupied space within 15 feet of the hidden home's symbol.

Kobold, Alchemist

This slight, reptilian humanoid is bedecked with ceramic flasks and glass vials. An acrid reek follows in its wake.

Kobold alchemists are usually smelled before they are seen, thanks to the apothecary's store of chemicals and poisons they carry. Alchemists often sport mottled and discolored scales and skin, caused by the caustic nature of their obsessions. They raid alchemy shops and magical laboratories to gather more material to fuel their alchemical experiments.

Dangerous Assets. Alchemists can be a great boon to their clan, but at a cost. Not only do the alchemists require rare, expensive, and often dangerous substances to ply their trade, they tend to be a little unhinged. Their experiments yield powerful weapons and defensive concoctions that can save many kobold lives, but the destruction caused by an experiment gone awry can be devastating for the alchemist's neighbors.

Alchemist

Small Humanoid (Kobold), Lawful Neutral

Armor Class 15 (studded leather)

Hit Points 44 (8d6 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (−2)	16 (+3)	15 (+2)	16 (+3)	9 (−1)	8 (−1)

Saving Throws Dex +5

Skills Arcana +5, Medicine +3

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 9

Languages Common, Draconic

Challenge 2 (450 XP) **Proficiency Bonus** +2

Apothecary. At the start of each of the kobold alchemist's turns, the alchemist chooses one of the following damage types: acid, cold, fire, lightning, or poison. The alchemist has resistance to that damage type until the start of its next turn.

Pack Tactics. The kobold has advantage on attack rolls against a creature if at least one of the kobold's allies is within 5 feet of the creature and the ally isn't incapacitated.

Sunlight Sensitivity. While in sunlight, the kobold has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Multiattack. The kobold makes two Alchemical Dagger or Alchemical Bolt attacks.

Alchemical Dagger. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage plus 3 (1d6) damage of the type determined by Apothecary.

Alchemical Bolt. *Ranged Spell Attack:* +5 to hit, range 60 ft., one target. *Hit:* 10 (2d6 + 3) damage of the type determined by Apothecary.

Alchemical Vapors (Recharge 6). The kobold alchemist releases alchemical vapors pleasing to draconic senses and unpleasant to all others. Each creature that isn't a dragonborn or kobold within 15 feet of the alchemist must make a DC 13 Constitution saving throw, taking 17 (5d6) poison damage on a failed save, or half as much damage on a successful one. Each dragonborn and kobold within 15 feet of the alchemist has resistance to damage of the type determined by Apothecary for 1 minute.

Explosive Flask (Recharge 5–6). The kobold alchemist throws a flask of volatile substances at a point it can see within 30 feet of it. The flask explodes, and each creature within 15 feet of that point must make a DC 13 Dexterity saving throw. On a failure, a creature takes 14 (4d6) damage of the type determined by Apothecary and is poisoned for 1 minute. On a success, a creature takes half the damage and isn't poisoned. A poisoned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Kobold, Chieftain

This small, draconic humanoid struts as though it were ten feet tall. It wears the gilded skull of a small dragon as a helmet, and its beady eyes gleam out through the skull's sockets. It hefts its spear and shield and lets out a blood-curdling shriek, signaling the attack.

While most kobolds are scuttling scavengers or pathetic sycophants, a few carry a spark of draconic nobility that can't be ignored. These few forge their tribes into forces to be reckoned with, rising to the rank of chieftain. A kobold chieftain stands proud, clad in war gear of fine quality and good repair. Their weapons are tended by the tribe's tinkerers, particularly evident in their springspike shields.

Living Legend. A kobold chieftain is more than a leader, it is a symbol of the tribe's greatness. The strongest, most cunning, most ruthless of a kobold tribe embodies their connection to the revered dragons. When a chieftain sounds the call to battle, the kobolds meld into a fearless, deadly force.

Chieftain

Small Humanoid (Kobold), Lawful Evil

Armor Class 16 (studded leather, shield)

Hit Points 110 (20d6 + 40)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	14 (+2)	11 (+0)	13 (+1)	14 (+2)

Saving Throws Dex +4, Cha +4

Skills Intimidation +6, Stealth +4

Condition Immunities charmed, frightened

Senses darkvision 60 ft., passive Perception 11

Languages Common, Draconic

Challenge 5 (1,800 XP) **Proficiency Bonus** +2

Brute. A melee weapon deals one extra die of its damage when the chieftain hits with it (included in the attack).

Chieftain's Presence. Dragons and kobolds within 30 feet of the chieftain can't be charmed or frightened.

Pack Tactics. The kobold chieftain has advantage on attack rolls against a creature if at least one of the chieftain's allies is within 5 feet of the creature and the ally isn't incapacitated.

Sunlight Sensitivity. While in sunlight, the kobold chieftain has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Multiattack. The kobold makes three Spear or Shortbow attacks.

Spear. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage, or 13 (2d8 + 4) piercing damage if used with two hands to make a melee attack.

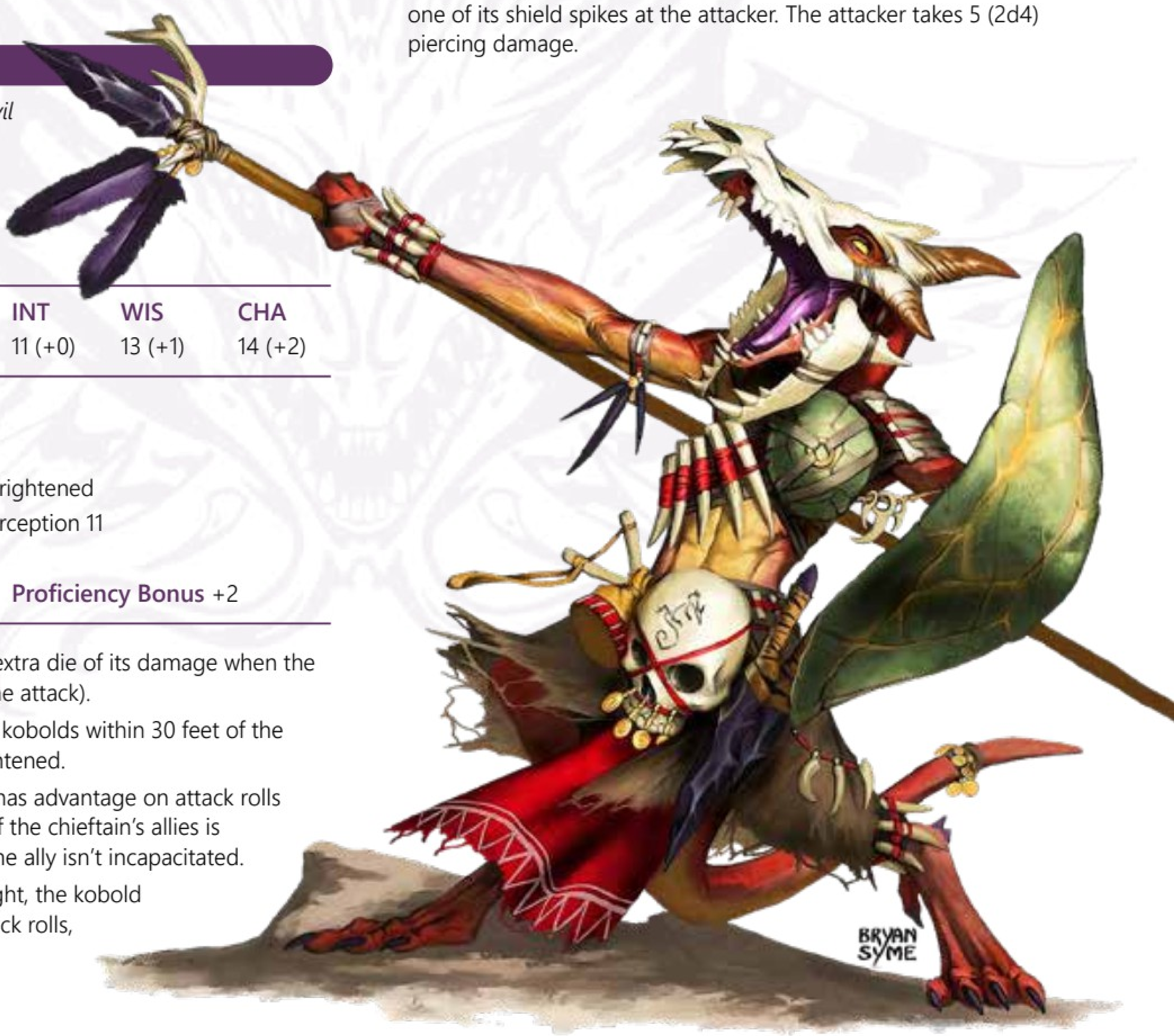
Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage plus 7 (2d6) poison damage, and the target must succeed on a DC 12 Constitution saving throw or be poisoned for 1 minute. A poisoned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Inspiring Shriek (Recharge after Short or Long Rest). The kobold chieftain shrieks a draconic battle cry. Each creature that isn't a dragonborn or kobold within 30 feet of the chieftain must succeed on a DC 14 Wisdom saving throw or be frightened for 1 minute. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Each dragonborn and kobold within 30 feet of the chieftain is inspired for 1 minute. Whenever an inspired creature makes an attack roll or saving throw, the creature can roll a d4 and add the number rolled to the attack roll or saving throw.

Reactions

Springspike Shield. When the kobold chieftain is wielding its shield and is hit by a melee attack within 5 feet of it, the chieftain can fire one of its shield spikes at the attacker. The attacker takes 5 (2d4) piercing damage.



Kobold, Trapsmith

This kobold is bedecked in satchels, pouches, sacks, and bandoliers. All of these are bursting with tools, bits of scrap, wire, cogs, and twine. Impossibly large eyes blink through the lenses of its goggles.

Some kobolds hatch a bit cleverer than their counterparts. These sharp-witted creatures feel driven to fiddle with the world, and those that don't meet an early demise through accident or violence often take up tinkering. Trapsmiths make a kobold lair into a deadly gauntlet of hidden pain.

Improvisers. Trapsmiths are adept at improvising on-the-fly. They can use whatever spare parts are at hand to create simple thieves' tools or construct makeshift traps to fling at foes.

Shifting Peril. Trapsmiths aren't warriors and avoid direct confrontation with enemies that aren't mired in traps or engaged with other foes. If the trapsmith senses that invaders in its lair are likely to get past its traps, it tries to hide or escape. A trapsmith delights in laying traps and snares behind invaders, along tunnels and paths they've already cleared and believe to be safe, then luring them back through its handiwork.

Trapsmith

Small Humanoid (Kobold), Lawful Neutral

Armor Class 14 (leather armor)

Hit Points 54 (12d6 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (−2)	16 (+3)	12 (+1)	16 (+3)	13 (+1)	8 (−1)

Skills Stealth +5

Senses darkvision 60 ft., passive Perception 11

Languages Common, Draconic

Challenge 2 (450 XP) **Proficiency Bonus** +2

Improvised Tools. The kobold trapsmith can use any Tiny objects at hand to pick locks and disarm traps, as if any such object was part of a set of thieves' tools. It is proficient in using Tiny objects in this way. In addition, the trapsmith has advantage on ability checks to pick locks and disarm traps.

Pack Tactics. The kobold trapsmith has advantage on attack rolls against a creature if at least one of the trapsmith's allies is within 5 feet of the creature and the ally isn't incapacitated.

Sunlight Sensitivity. While in sunlight, the kobold trapsmith has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Multiattack. The trapsmith uses Makeshift Trap then makes one Dagger or Spare Part attack.

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

Spare Part. *Ranged Weapon Attack:* +5 to hit, range 20/60 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage or slashing damage (the trapsmith's choice).

Makeshift Trap. The kobold trapsmith cobbles together a quick trap with materials at hand and throws it at a point on the ground it can see within 30 feet of it. The trapsmith chooses one of the following traps. Each creature in the trap's area must succeed on a DC 13 Dexterity saving throw or suffer the trap's effects.

- **Bursting Much-Heavy Net.** Each creature that fails the saving throw within 10 feet of where the trap lands takes 10 (3d6) bludgeoning damage and is restrained for 1 minute. A creature can take an action to free the restrained creature by succeeding on a DC 13 Strength check.
- **Spikes-on-Spikes.** Each creature within 10 feet of where the trap lands takes 10 (4d4) piercing damage and the area within 10 feet of the point is difficult terrain for 1 minute.
- **Spring-Loaded Whirly Blades.** Each creature that fails the saving throw within 10 feet of where the trap lands takes 14 (4d6) slashing damage and its speed is reduced by 10 feet until the end of its next turn.
- **Static-Generating Thingamabob.** Each creature that fails the saving throw within 5 feet of where the trap lands takes 9 (2d8) lightning damage and is stunned until the end of its next turn.

Kongamato

This large pterodactyl has emergent feathers and a long, beaklike jaw.

Boat Breaker. The kongamato's name means "breaker of boats," and, as that implies, it delights in systematically destroying the small vessels of those who come too close to its perch. No one knows what motivates this form of attack, although some sages suppose that the kongamato mistakes canoes for large prey like hippopotamuses or crocodiles.

Spoken in Whispers. For some tribes, kongamatos present a terrible threat, and the villagers speak only in whispers about them, fearing that mention of the beasts could attract their wrath. In some cases, evil priests and cultists summon these beasts as their servitors and use them to terrify villagers.

Maneaters. Kongamatos that have eaten human flesh develop a preference for it. These maneaters perform nightly raids on small towns, snatching locals in their claws and flying away.

Kongamato

Large Beast, Unaligned

Armor Class 16 (natural armor)

Hit Points 127 (17d10 + 34)

Speed 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	18 (+4)	14 (+2)	2 (−4)	10 (+0)	7 (–2)

Skills Perception +3

Senses passive Perception 13

Languages —

Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Breaker of Boats. The kongamato deals double damage to objects and structures made of wood or lighter materials.

Carry Off. The kongamato can fly at half its flying speed when dragging two creatures it has grappled or at its full flying speed if dragging only one creature it has grappled.

Flyby. The kongamato doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Actions

Multiattack. The kongamato makes one Beak attack and two Claw attacks.

Beak. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage, and the target is grappled (escape DC 15) if it is a Medium or smaller creature. The kongamato has two claws, each of which can grapple only one target.

Terrifying Screech (Recharge 5–6). The kongamato releases a screech in a 30-foot cone. Each creature in the area must make a DC 15 Constitution saving throw. On a failure, a creature takes 28 (8d6) thunder damage and is frightened until the end of its next turn. On a success, a creature takes half the damage and isn't frightened.

Kot Bayun

This oddly colored cat appears at first to be a powerful panther of some kind. Its wide mouth pulls into something like a human grin, and its knowing eyes hint at intelligence beyond that of a typical jungle cat.

Enemies of elves and blink dogs, kot bayuns are magical hunting cats gifted with eloquent speech and cunning abilities.

Speaking Fey Cats. These brutal and temperamental creatures get along well with cruel-minded fey. Gentler fey rightfully find the creatures to be a menace. A kot bayun measures six feet long and weighs over 200 pounds. They are long-lived, and some stories record the same kot bayun in a region for over 400 years.

Sing to Sleep. In addition to their stealthy natures and physical prowess, kot bayun have the ability to put prey to sleep with song. They carefully stalk victims for a time, learning the victim's strengths and weaknesses before making their attack. They lie in wait until their prey is vulnerable and then begin their song. Those resisting the call to slumber are always the kot bayun's first victims as the predator launches from cover and attempts to disembowel its prey. In forests with a thick canopy, a kot bayun stealthily creeps among tree limbs, tracking the movement of its prey below.

Healing Poetry. If discovered by intelligent prey, a kot bayun opens with a parley instead of claws. In rare cases, a kot bayun finds something in its prey it likes, and cold predation turns to a lukewarm association. Befriending a kot bayun has benefits, as the creature's poems, tales, and sagas have healing power. A kot bayun tells its stories in the form of strange epics and poetry, ranging from simple rhyming folk poems to complex sonnets, and it heals listeners only at the end of the poem.

Kot Bayun

Medium Monstrosity, Neutral

Armor Class 15 (natural armor)

Hit Points 66 (12d8 + 12)

Speed 40 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	13 (+1)	12 (+1)	16 (+3)	17 (+3)

Saving Throws Dex +5

Skills Stealth +5

Senses darkvision 60 ft., passive Perception 13

Languages Common, Sylvan

Challenge 3 (700 XP) **Proficiency Bonus** +2

Actions

Multiattack. The kot bayun can use its Slumbering Song. It then makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) slashing damage.

Invisibility. The kot bayun magically turns invisible until it attacks or uses Slumbering Song, or until its concentration ends (as if concentrating on a spell). Any equipment the kot bayun wears or carries is invisible with it.

Slumbering Song. The kot bayun sings a magical song to one creature it can see within 60 feet of it. The target must succeed on a DC 13 Charisma saving throw on fall unconscious for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If the kot bayun uses a bonus action on its subsequent turns to continue singing, the target has disadvantage on this saving throw. Otherwise, the effect ends for a target if the target takes damage while below half its hp maximum.

If a creature's saving throw is successful or the effect ends for it, the creature is immune to the kot bayun's Slumbering Song for the next 24 hours. The kot bayun can have up to two creatures unconscious from its song at a time.

Healing Purr (2/Day). The kot bayun purrs at a creature it can see within 15 feet of it. The target magically regains 10 (3d6) hp and is freed from any disease, poison, blindness, or deafness.

Krake Spawn

This twisted, beast looks like the unholy union of squid and spider. Its shell-covered core has six small rubbery legs, peculiar antennae, and six tentacles around a squid's enormous beak.

Demonic Crossbreeds. Some believe krake spawn are demonic crossbreeds created by the aboleth, fusing kraken blood with demonic souls. Others say that krake spawn are the horrible creation of a long-forgotten meddling god, summoned to the mortal world by deep ones (see page 72). Certainly, krake spawn respond to summoning magic, and spellcasters summon krake spawn through blood sacrifices to work evil in the world. However, they do so at considerable peril: unlike demons and devils, krake spawn are seldom bound by pacts of any kind.

Outwit Humans. Though enormous and carrying an armored green shell on their six spindly legs, krake spawn are surprisingly quick and agile. Worse, they have a malicious and bloodthirsty intellect. A krake spawn is considerably smarter than most humans, who often mistake them for dumb beasts—an error that can often prove fatal.

Iceberg Fortresses. Krake spawn live in remote, icy regions, where they fashion elaborate iceberg fortresses. These fortresses are stocked with frozen creatures (an emergency food supply), the krake spawn's treasure and library, slaves or prisoners of many races, and a hellish nest filled with the krake spawn's offspring.

Krake Spawn

Huge Monstrosity, Neutral Evil

Armor Class 16 (natural armor)

Hit Points 175 (14d12 + 84)

Speed 20 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	12 (+1)	22 (+6)	17 (+3)	15 (+2)	18 (+4)

Saving Throws Str +12, Con +11, Int +8, Cha +9

Damage Immunities cold, poison, psychic

Condition Immunities charmed, poisoned

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 12

Languages Common, Infernal, Primordial, Void Speech

Challenge 14 (11,500 XP) **Proficiency Bonus** +5

Amphibious. The krake spawn can breathe air and water.

Actions

Multiattack. The krake spawn makes one Bite attack and eight Tentacle attacks, or it makes four Freezing Water Bolt attacks.

Bite. *Melee Weapon Attack:* +12 to hit, reach 10 ft, one target. *Hit:* 12 (1d10 + 7) slashing damage.

Tentacle. *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. *Hit:* 10 (1d6 + 7) bludgeoning damage. If the target is a Large or smaller creature, it is grappled (escape DC 17). Until this grapple ends, the target is restrained. The krake spawn has eight tentacles, each of which can grapple only one target.

Freezing Water Bolt. *Ranged Spell Attack:* +9 to hit, range 60 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage plus 10 (3d6) cold damage.

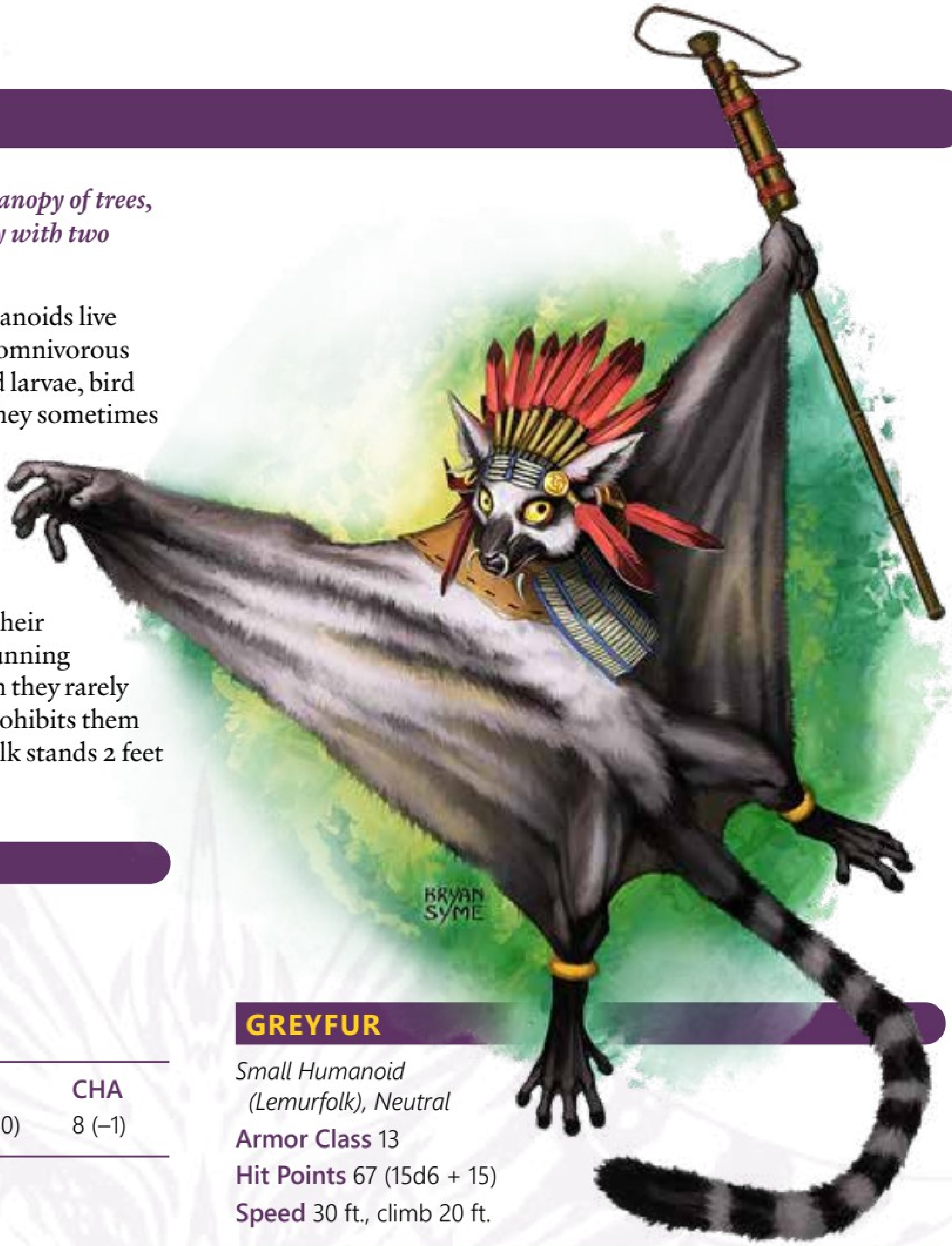
Ink Cloud (Recharge 5–6). While underwater, the krake spawn emits a 20-foot-radius cloud of ink all around itself. Each creature in the cloud must make a DC 17 Constitution saving throw, taking 55 (10d10) poison damage on a failed save, or half as much damage on a successful one. The area is heavily obscured for 1 minute, although a significant current can disperse the ink.

Vomit Forth the Deeps (Recharge 5–6). The krake spawn sprays half-digested food from its maw in a 30-foot cone. Each creature in the area must make a DC 17 Dexterity saving throw. On a failure, a creature takes 27 (6d8) acid damage plus 27 (5d10) poison damage and is incapacitated. On a success, a creature takes half the damage and isn't incapacitated.

Bonus Actions

Water Jet. Each creature within 5 feet of the krake spawn must succeed on a DC 17 Dexterity saving throw or be knocked prone. The spawn then swims up to half its swimming speed without provoking opportunity attacks. The spawn must be underwater to use this bonus action.

Lemurfolk



This furred humanoid glides silently through the canopy of trees, gripping a blowgun. It observes visitors cautiously with two intelligent, bulbous eyes.

Jungle Rulers. These small, squirrel-like humanoids live in reclusive societies deep in the jungle. They are omnivorous gliders, subsisting on fruits and roots, insects and larvae, bird and snake eggs, and birds and small mammals. They sometimes barter with other humanoids for metal and forged items, but they prefer to rely on the forest for most of their needs.

Greyfur Elders. Greyfurs are the eldest and most revered lemurfolk, as much as 80 years old. Their age can be estimated by the graying of their fur, but they don't track the years. Greyfurs are cunning individuals and command the arcane arts, though they rarely pursue the art of necromancy—a strong taboo prohibits them from interacting with the dead. A typical lemurfolk stands 2 feet tall and weighs 30 pounds.

Lemurfolk

Small Humanoid (Lemurfolk), Neutral

Armor Class 12
Hit Points 21 (6d6)
Speed 30 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	11 (+0)	12 (+1)	10 (+0)	8 (–1)

Skills Acrobatics +4, Stealth +4
Senses darkvision 60 ft., passive Perception 10
Languages Common, Lemurfolk
Challenge 1/4 (50 XP) **Proficiency Bonus** +2

Glide. The lemurfolk has membranes between its fore and hind limbs that expand when falling to slow its rate of descent to 60 feet per round, landing on its feet and taking no falling damage. It can move up to 5 feet horizontally for every 1 foot it falls. The lemurfolk can't gain height with its gliding membranes alone. If subjected to a strong wind or lift of any kind, it can use the updraft to glide farther.

Actions

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage.

Blowgun. *Ranged Weapon Attack:* +4 to hit, range 25/100 ft., one creature. *Hit:* 4 (1d4 + 2) piercing damage, and the target must succeed on a DC 12 Constitution saving throw or be poisoned for 1 hour. If the saving throw fails by 5 or more, the target is also unconscious while poisoned in this way. The target wakes up if it takes damage or if another creature takes an action to shake it awake.

Greyfur

Small Humanoid (Lemurfolk), Neutral

Armor Class 13
Hit Points 67 (15d6 + 15)
Speed 30 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
9 (–1)	16 (+3)	12 (+1)	16 (+3)	12 (+1)	10 (+0)

Skills Acrobatics +5, Stealth +5
Senses darkvision 60 ft., passive Perception 11
Languages Common, Lemurfolk
Challenge 3 (700 XP) **Proficiency Bonus** +2

Glide. As lemurfolk.

Actions

Multiattack. The greyfur lemurfolk makes two Greyfur's Staff or Arcane Bolt attacks. It can replace one attack with a use of Spellcasting.

Greyfur's Staff. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage plus 5 (2d4) force damage.

Arcane Bolt. *Ranged Spell Attack:* +5 to hit, range 60 ft., one target. *Hit:* 10 (2d6 + 3) force damage.

Spellcasting. The greyfur casts one of the following spells, requiring no material components and using Intelligence as the spellcasting ability (spell save DC 13):

At will: *light, mage hand, prestidigitation*
3/day each: *color spray, sleep*

Leshy

This strange man is covered in bark and root-like growths and wears loose scraps of clothing. The hair and beard that frame his piercing green eyes writhe like living vines.

Expanding the Wild. Solitary leshy tend plants and animals in groves around great forests, and they are the self-proclaimed protectors of the forest outskirts. Leshy have little patience for interlopers and often kill, abduct, or frighten off trailblazers and guides. They sabotage cultivated land, wipe out trails, and cultivate weed walls and thickets to keep civilization at bay. They transplant dangerous plant creatures to discourage new settlements, and some wrangle rabid animals to the same purpose.

Ax Thieves. Leshy prefer trickery to combat, leading intruders astray by mimicking animal and humanoid sounds. If challenged, they do everything in their power to scare intruders away, but they never hesitate to fight to the death in service to the forest if necessary. Leshy hate metal, especially axes, and they go out of their way to steal metal items and lead those who use them astray.

Accept Bribes. With careful courting and appropriate gifts, it is possible to gain a leshy's capricious assistance. This can be risky, because leshy love mischief. Still, a leshy's help is sometimes essential to a group traversing ancient woodlands.

Leshy

Medium Monstrosity, Chaotic Neutral

Armor Class 14 (natural armor)

Hit Points 45 (7d8 + 14)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	14 (+2)	15 (+2)	16 (+3)

Skills Deception +5, Perception +4, Stealth +3, Survival +4

Senses darkvision 60 ft., passive Perception 14

Damage Immunities poison

Condition Immunities poisoned

Languages Common, Elvish, Sylvan

Challenge 1 (200 XP) **Proficiency Bonus** +2

Mimicry. The leshy can mimic animal sounds and Humanoid voices. A creature that hears the sounds can tell they are imitations with a successful DC 15 Wisdom (Insight) check.

Plant Camouflage. The leshy has advantage on Dexterity (Stealth) checks it makes in any terrain with ample obscuring plant life.

Speak with Beasts and Plants. The leshy can communicate with Beasts and Plants as if they shared a language.

Vine-Wrapped Weapons. The poisonous vines growing from the leshy entwine around its weapon. When the leshy hits with any weapon, the weapon deals an extra 2d4 poison damage (included in the attack).

Woodland Stride. Difficult terrain composed of magical or nonmagical plants doesn't cost the leshy extra movement.

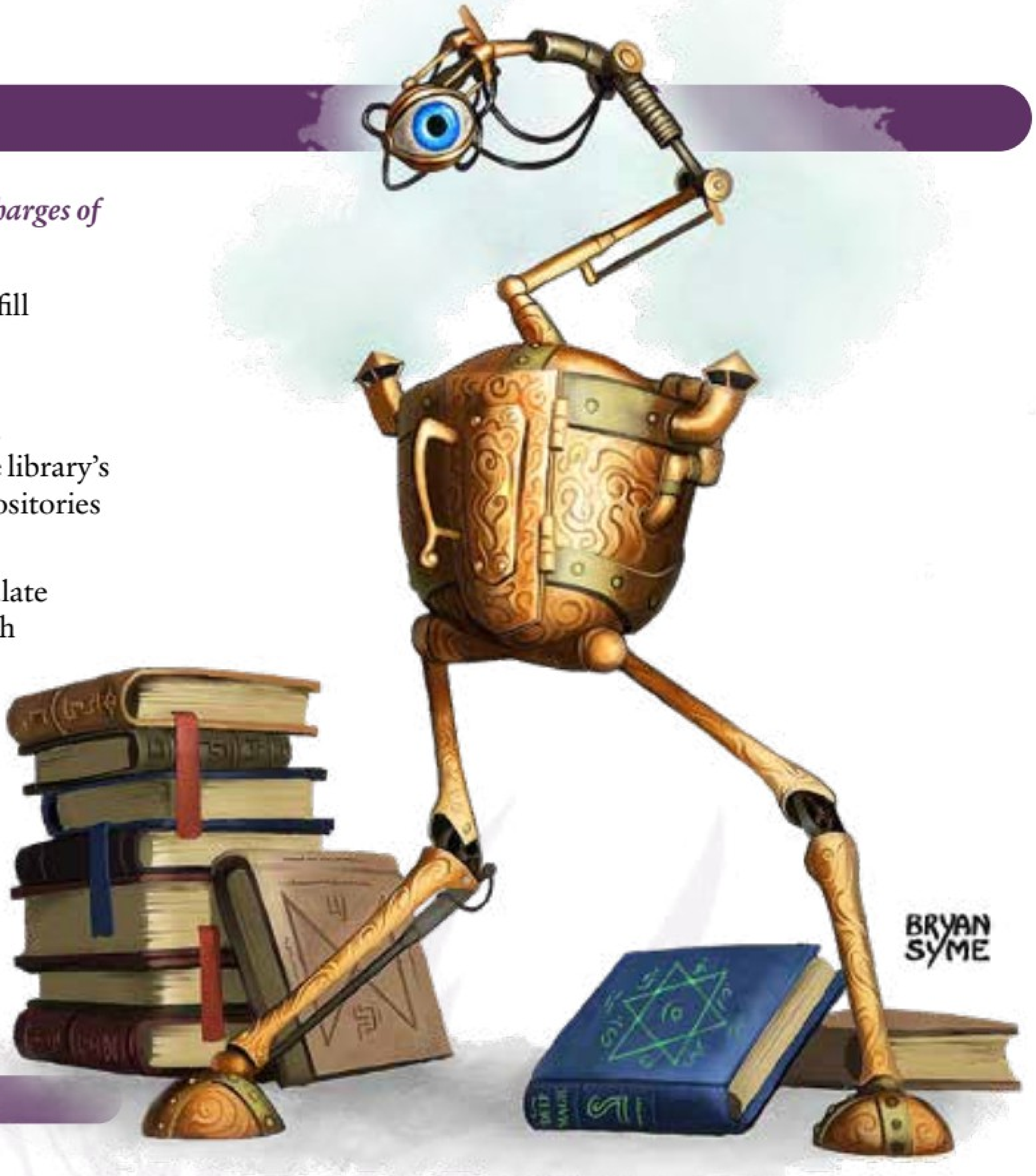
Actions

Club. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage plus 5 (2d4) poison damage.

Frightening Mien (Recharge 5–6). The leshy briefly appears to grow to an enormous size, taking on a malicious mien before returning to normal. Each creature within 15 feet of the leshy and that can see it must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. A creature is immune to Frightening Mien if it can see through illusions.

Encourage Growth (1/Day). The leshy whispers magical words of growth to nonmagical plants on a point it can see within 30 feet of it. The plants burst with life and spread rapidly. The area within 20 feet of that point becomes difficult terrain for 24 hours.

Library Automaton



The humming of servos, ticking of gears, and petite discharges of steam precede the library's diminutive custodian.

Library automatons are small constructs created to fulfill organizational responsibilities of huge libraries.

Eyes of the Past. Each automaton includes a single humanoid eyeball mounted at the end of an articulated appendage. These eyes are typically donations from the library's ailing scholars, allow them to continue serving the repositories of knowledge that were their life's work.

Telekinetic. The automatons can move and manipulate written materials telekinetically, and they can store such works in an extradimensional space within their bodies. The library automaton tirelessly pores through tomes, translates ancient texts, catalogs the institution's volumes, fetches texts for visitors, and occasionally rids the vast halls of uninvited pests.

Scholarly Familiars. Many spellcasters have discovered library automatons make particularly effective caretakers for their spellbooks and scrolls while on adventure.

Library Automaton

Small Construct, Lawful Neutral

Armor Class 13 (natural armor)

Hit Points 24 (7d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (−1)	13 (+1)	10 (+0)	16 (+3)	12 (+1)	8 (−1)

Skills History +5, Investigation +5

Damage Immunities poison, psychic

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses blindsight 60 ft., truesight 10 ft., passive Perception 11

Languages Common

Challenge 1/2 (100 XP) **Proficiency Bonus** +2

Library Automaton Familiars

The library automaton's scholarly nature leads some of them to serve spellcasters and learn more of the world. Such automatons have the following trait.

Familiar. The library automaton can serve another creature as a familiar, forming a magic, telepathic bond with that willing companion. While the two are bonded, the companion can sense what the automaton senses as long as they are within 1 mile of each other. While the automaton is within 10 feet of its companion, the companion has resistance to psychic damage. At any time and for any reason, the automaton can end its service as a familiar, ending the telepathic bond.

Bibliophile. The library automaton understands any written language it can see, provided it is touching the surface on which the words are written.

Bibliotelekinesis. The library automaton is surrounded by an invisible, shapeless, magical force that can perform simple tasks at the automaton's command. This force has a Strength equal to the automaton's Strength, and it can interact with objects up to 15 feet away from the automaton. The automaton can use this force to perform simple tasks that a Small humanoid with two hands could do, such as opening a door, moving a bookshelf's ladder, picking up and organizing books, and similar tasks. The automaton can't use this force to make attacks or wield a weapon or shield.

Book Safekeeper. The library automaton's body contains a small, extradimensional space. This space can hold up to 100 pounds of Small or smaller objects. This space can hold only books, scrolls, parchment, or other written works on paper or other paper- or wood-like materials. The automaton is the only creature capable of retrieving items from this space while it is alive. If the automaton is destroyed, the objects within its extradimensional space are ejected into an unoccupied space nearest it.

Construct Nature. The library automaton doesn't require air, food, drink, or sleep.

Actions

Piston-Powered Kick. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 6 (2d4 + 1) bludgeoning damage.

Unnerving Gaze. *Ranged Spell Attack:* +5 to hit, range 60 ft., one target. *Hit:* 6 (1d6 + 3) psychic damage, and the target must succeed on a DC 13 Wisdom saving throw or have disadvantage on the next attack roll, ability check, or saving throw it makes before the start of the automaton's next turn.

Lich Hound

Half bone, half purple fire, this deathly hound releases an eerie howl that echoes with the voices of the damned.

Fiery Bones. Bright white skulls with a heavy jaw and thick, robust skeletal bodies define the ferocious lich hounds. Their eyes burn green or blue, and their tongues resemble black fire. Fueled by necromantic power, these creatures are loyal servants of undead high priests or liches.

Echoing Howls. Even on their own, lich hounds are relentless hunters, pursuing their prey with powerful senses and a keen ability to find the living wherever the creatures may hide. Lich hound howls fade into and out of normal hearing, with strangely shifted pitch and echoes.

Murdered Celestials. The dark process of creating a lich hound involves a perverse ritual of first summoning a celestial canine and binding it to the Material Plane. The hound's future master then murders the trapped beast. Only then can the creature be animated in all its unholy glory. Hound-like celestials have long been outraged by the creation of lich hounds, and every few centuries, they band together to rid the world of those practicing this particular dark magic. Inevitably some knowledge survives this purge, leaving lich hounds a constant, painful reality for the celestials.

Lich Hound

Medium Undead, Neutral Evil

Armor Class 14

Hit Points 85 (10d8 + 40)

Speed 30 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	18 (+4)	6 (–2)	10 (+0)	16 (+3)

Saving Throws Wis +2, Cha +5

Skills Acrobatics +6, Perception +4

Damage Resistances piercing and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 14

Languages understands Common and Darakhul but can't speak

Challenge 4 (1,100 XP)

Proficiency Bonus +2

Blood Sense. The lich hound can pinpoint the location of creatures that aren't Constructs or Undead within 60 feet of it and can sense the general direction of such creatures within 1 mile of it.

Keen Hearing and Smell. The lich hound has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Undead Nature. The lich hound doesn't require air, food, drink, or sleep.

Actions

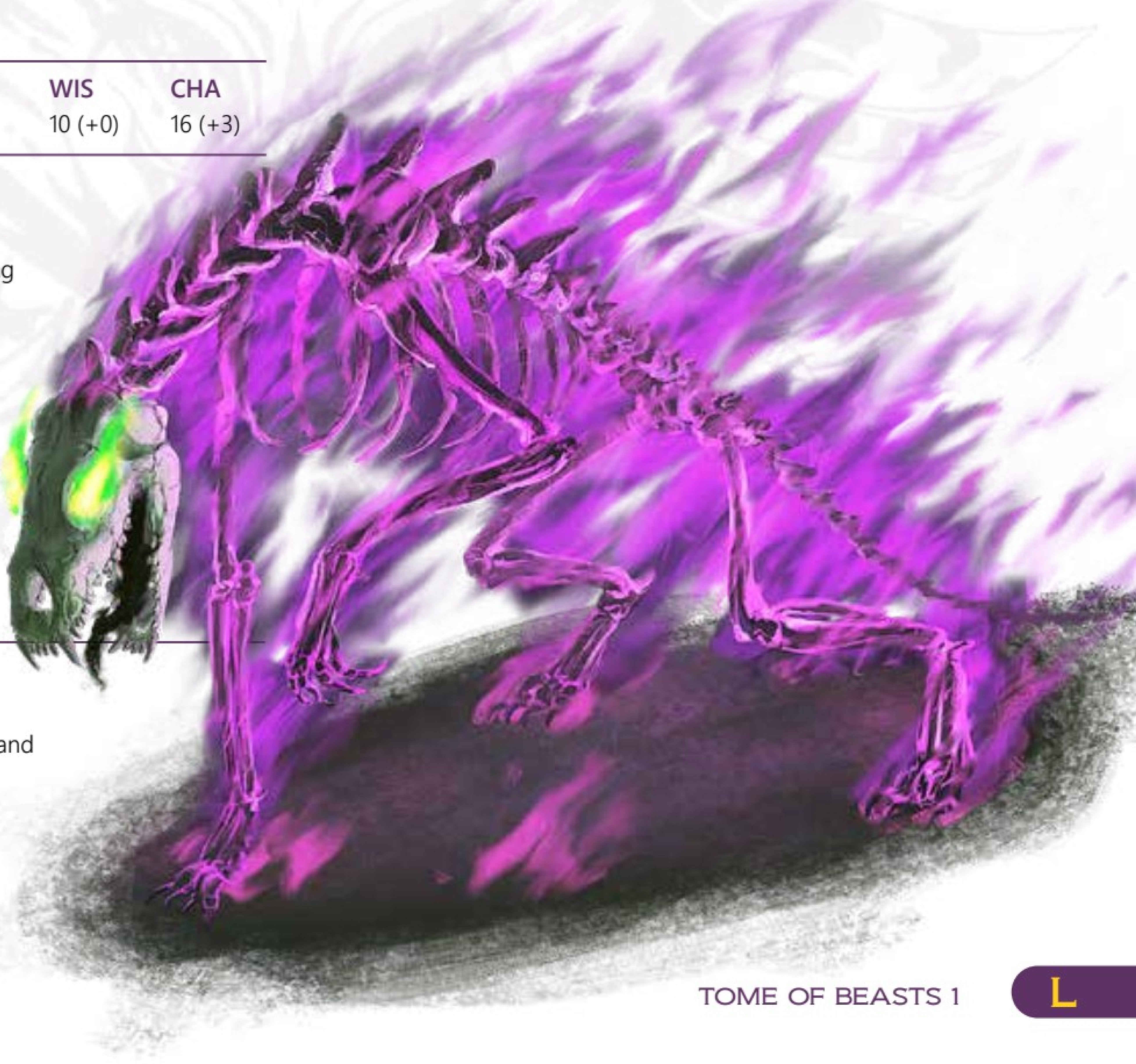
Multiattack. The lich hound can use its Eerie Howl. It then makes two Bite attacks. If both attacks hit one creature, the target must succeed on a DC 14 Constitution saving throw or take 7 (2d6) slashing damage and be incapacitated until the end of its next turn.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

Eerie Howl. The lich hound releases an eerie howl that fades in and out and echoes strangely. Each creature within 30 feet of the lich hound must succeed on a DC 14 Wisdom saving throw or be frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the lich hound's Eerie Howl for the next 24 hours.

Bonus Actions

Ethereal Jaunt. The lich hound magically shifts from the Material Plane to the Ethereal Plane, or vice versa.



Likho

This goblin-like creature bears one large, strange eye in the middle of its face. It wears dark and dirty rags, and its spindly claws and arms match its hunched torso.

Ferocious Attitude. Likhos are scrappy fighters. They weaken foes from afar with their magical gaze, then rush forward, shredding the victims with their claws. Once a likho has leapt onto a creature, it shreds flesh using the claws on both its hands and feet.

Jeers and Insults. A likho uses its limited telepathy to taunt and jeer at its target from a distance during the hunt. A likho enjoys stalking intelligent humanoids and tormenting them from hiding until discovered or when it grows tired of the hunt.

Organ Eaters. Likhos thrive when they drain away luck and aptitude. Once the likho immobilizes a creature, it gnaws at the creature's abdomen with its jagged teeth, devouring the organs of its still-living prey. A likho consumes only a humanoid's organs and leaves the rest of the body behind.

Likho

Medium Monstrosity, Chaotic Evil

Armor Class 15 (natural armor)

Hit Points 105 (14d8 + 42)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	16 (+3)	13 (+1)	16 (+3)	19 (+4)

Saving Throws Dex +7, Cha +7

Skills Acrobatics +7, Perception +6, Stealth +10

Senses darkvision 60 ft., passive Perception 16

Languages Common, Goblin, Void Speech

Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Limited Telepathy. The likho can magically transmit simple messages and images to any creature within 120 feet of it that can understand a language. This form of telepathy doesn't allow the receiving creature to telepathically respond.

Pounce. If the likho moves at least 20 feet straight toward a creature and then hits it with a Claw attack on the same turn, that target must succeed on a DC 15 Strength saving throw or be knocked prone. If the target is prone, the likho can make one Claw attack against it as a bonus action.

Magic Resistance. The likho has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The likho can use its Disruptive Gaze. It then makes four Claw attacks.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage.

Disruptive Gaze. One creature the likho can see within 60 feet of it must succeed on a DC 15 Charisma saving throw or have disadvantage on attack rolls, ability checks, and saving throws until the end of its next turn.

Lindwurm

Coiling like a living corkscrew and moving with a scraping hiss, this serpentine creature skates nimbly across ice on long curving claws, maw agape and stinking of a hundred graves.

Swift and Smooth as Ice. Lindwurms have long bodies and crocodilian jaws, but they skitter overland on spindly limbs. Their talons are long and curved, acting as skates or short skis when moving over ice. Few things are swifter on the ice.

Sea Hunters. In the wild, lindwurms hunt in groups, looking for breaching whales, seals, or incautious fishermen. They enjoy surrounding and surprising foes. With their considerable cunning, they may skate by their prey at speed, snapping a bite as they pass or snatching up prey with their constricting tails.

Lindwurm

Large Dragon, Neutral Evil

Armor Class 15

Hit Points 136 (16d10 + 48)

Speed 40 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	20 (+5)	16 (+3)	6 (–2)	12 (+1)	8 (–1)

Saving Throws Str +7, Dex +8, Con +6

Skills Acrobatics +8, Athletics +7, Perception +4, Stealth +8

Damage Vulnerabilities fire

Damage Immunities cold

Condition Immunities paralyzed, unconscious

Senses darkvision 60 ft., tremorsense 120 ft., passive Perception 14

Languages Draconic

Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Ice Walk. The lindwurm can move across icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost it extra movement.

Sure-Footed Skater. While the lindwurm is on snow or ice, it has advantage on Strength and Dexterity saving throws made against effects that would knock it prone.

Actions

Multiattack. The lindwurm makes one Bite attack and two Claw attacks. It can replace its Bite attack with one Constrict attack.

Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage. If the target is a creature, it must succeed on a DC 15 Constitution saving throw or contract a disease and be poisoned until the disease is cured. At the end of each long rest, the diseased creature must repeat the saving throw. On a failure, the creature suffers one level of exhaustion and doesn't regain expended Hit Dice from the rest. On a success, the creature's exhaustion level decreases by one, and it regains expended Hit Dice as normal from the rest. If a successful saving throw reduces the diseased creature's level of exhaustion below 1, the creature recovers from the disease, ending it.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Constrict. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage, and the target is grappled (escape DC 15). Until this grapple ends, the target is restrained, and the lindwurm can't Constrict another target.

Liosalfar

The curtain of rippling colors assumes a humanoid form. Its kaleidoscope body shifts and glitters with mesmeric patterns.

Sometimes known as "light elves" because they assume a vaguely elvish shape, these enigmatic elementals make their home at the edge of the world, where reality bends and physical laws unravel. Liosalfars' mutable bodies are composed entirely of shifting colors. Among themselves, they communicate through flashing patterns and hues, but they talk to others in an echoing, choral tone that seems to emanate from everywhere and nowhere around them.

Servants of Fate. Their aims often seem inconsequential or simply baffling, but they've also sundered mountains and toppled kingdoms. Many believe liosalfars are agents of Fate, while others believe their motivations are an alien aesthetic or for their own amusement. Those who've spoken with liosalfars say they talk as if all existence was a sea of patterns and colors to be set in pleasing shapes.

Enemies of the Ramag. Liosalfars have a longstanding rivalry with the portal-making ramags (see page 299), whom they despise as "corruptors of the patterns."

Liosalfar

Large Elemental, Neutral

Armor Class 17

Hit Points 132 (24d10)

Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	25 (+7)	10 (+0)	18 (+4)	18 (+4)	12 (+1)

Saving Throws Con +4, Int +8, Wis +8, Cha +5

Skills Arcana +8, Insight +8, Perception +8

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison, psychic, radiant

Condition Immunities blinded, charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses truesight 120 ft., passive Perception 18

Languages Common, Celestial, Elvish, Giant

Challenge 10 (5,900 XP) **Proficiency Bonus** +4

Darkness Hypersensitivity. The liosalfar takes 15 necrotic damage when it starts its turn in magical darkness. While in magical darkness, it has disadvantage on attack rolls and ability checks.

Elemental Nature. The liosalfar doesn't require air, food, drink, or sleep.

Inscrutable. The liosalfar is immune to any effect that would sense its emotions or read its thoughts, as well as any divination spell that it refuses. Wisdom (Insight) checks made to ascertain the liosalfar's intentions or sincerity have disadvantage.

Light Form. The liosalfar can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing. In addition, it sheds bright light in a 10- to 30-foot radius and dim light for an additional number of feet equal to the chosen radius. The liosalfar can alter the radius as a bonus action.

Actions

Multiattack. The liosalfar makes two Radiant Touch or Ray of Light attacks. If both Radiant Touch attacks hit one creature, the target must succeed on a DC 16 Constitution saving throw or be stunned until the end of its next turn.

Radiant Touch. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 29 (4d10 + 7) radiant damage.

Ray of Light. *Ranged Spell Attack:* +8 to hit, range 60 ft., one target. *Hit:* 31 (6d8 + 4) radiant damage, and the target must succeed on a DC 16 Constitution saving throw or be blinded until the end of its next turn.

Mesmerizing Radiance. The liosalfar causes the light radiating from its body to shift color and pattern in a spellbinding display. Each creature within 60 feet of the liosalfar and that can see it must succeed on a DC 16 Wisdom saving throw or be charmed until the display ends. The liosalfar must take a bonus action on its subsequent turns to continue the display. It can stop the display at any time, and the display ends if the liosalfar is incapacitated. While charmed by the liosalfar's display, a creature is also incapacitated, and its speed is reduced to 0, as it is transfixed by the display. The effect ends for a charmed creature if it takes any damage or if someone uses an action to shake the creature out of its stupor.

Living Wick

The small, rough wax sculpture of a human stands at attention, a halo of light flickering around its head from some source behind it.

Enchanted Wicks. Living wicks are obedient wax statues brought to life by an enchanted wick that runs from the nape of their neck to their lower back. When new, a living wick looks and moves like a human. However, as the wick burns, the wax features melt, and the statue takes on a twisted, hunchbacked appearance.

Short-Lived as a Candle. Living wicks are powered by flames, and therefore they have a predetermined life cycle. They are typically reduced to formless lumps in a month, but some say a living wick's affordability more than makes up for its inevitable obsolescence. Individuals looking to quickly construct a building or fortification without the expense of paid labor or the questionable ethics of necromancy find living wicks obedient and efficient, as do those needing an army for a single battle. They are active only when their wicks are lit, and they respond only to the commands of whoever lit them. This makes it easy to transfer living wicks between owners, even those not well-versed in the use of magic.

Explosive Ends. The amount of magical energy contained within a living wick, paired with the manner in which it is released, gives them a remarkable capability for self-destruction. If their controller demands it, all living wicks can release the magic contained within their form all at once, engulfing themselves and anyone nearby in flames. This can make storing them a gamble, but many see it as an asset, especially those seeking to destroy evidence or anonymously attack their enemies.

Living Wick

Small Construct, Unaligned

Armor Class 13 (natural armor)

Hit Points 28 (8d6)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	10 (+0)	5 (–3)	5 (–3)	5 (–3)

Damage Vulnerabilities fire

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned

Senses passive Perception 7

Languages understands the languages of its creator but can't speak

Challenge 1/4 (50 XP) **Proficiency Bonus** +2

Construct Nature. The living wick doesn't require air, food, drink, or sleep.

Wick-Powered. The living wick is inactive and unconscious while its wick is unlit. When its wick is lit, it obeys the commands of the creature that lit the wick, and it sheds bright light in a 20-foot radius and dim light for an additional 20 feet. The living wick's hp maximum is reduced by 2 (1d4) for every 24 hours it remains lit and active, and no effect short of a *wish* spell can remove this reduction. The living wick dies when its hp maximum is reduced to 0.

A creature grappling the active living wick can take its action to extinguish the wick by succeeding on a DC 12 Dexterity check. A creature within 5 feet of a living wick that is dormant from an unlit wick can take an action to light the wick, gaining command of the living wick.

Actions

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage.

Consuming Inferno. The living wick's controller can command the living wick to rapidly burn through the remains of its wick, creating a devastating ball of fire. Each creature within 20 feet of the living wick must make a DC 12 Dexterity saving throw, taking 7 (2d6) fire damage on a failed save, or half as much damage on a successful one. Flammable objects in the area and that aren't being worn or carried ignite. The living wick then dies, becoming a lifeless puddle of wax.

Lorelei

Lounging on a large river rock, this breathtaking fey calls plaintively to travelers.

Death to Men. A people born from an ancient oath to the River King, the loreleis' cruelty stems from whatever happened to their people long ago that brought about their transformation into loreleis. Now, these callous river sirens compete with one another in manipulating and destroying male travelers, using their deadly kisses to great effect.

Beautiful Humanoids. Although legends describe the lorelei as golden-haired and fair-skinned, they come in all varieties, taking on the form of their most frequent prey. While most resemble sensual humans, a lorelei's form can include elf, dwarf, and, in some recorded cases, even orc or hobgoblin.

Ignore Women. Women travelers are vexing for the lorelei. While the siren's powers affect women as readily as men, the lorelei lacks the urge to destroy them. Women traveling alone or in all-female groups may pass through a lorelei's territory safely, and they might even make peaceful contact.

Lorelei

Medium Fey, Chaotic Evil

Armor Class 15

Hit Points 93 (11d8 + 44)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	21 (+5)	18 (+4)	16 (+3)	16 (+3)	21 (+5)

Saving Throws Dex +8, Cha +8

Skills Deception +8, Performance +8, Persuasion +8

Senses darkvision 60 ft., passive Perception 13

Languages Common, Sylvan

Challenge 5 (1,100 XP) **Proficiency Bonus** +3

Alluring Presence. When a Humanoid that can see the lorelei starts its turn within 30 feet of the lorelei, the lorelei can force it to make a DC 15 Wisdom saving throw if the lorelei isn't incapacitated and can see the Humanoid. On a failed save, the Humanoid is charmed until the start if its next turn. While charmed, the target is incapacitated and must move on its turn toward the lorelei by the most direct route, trying to get within 5 feet of the lorelei for a kiss from her. The Humanoid doesn't avoid opportunity attacks, but before moving into damaging terrain, such as lava or a pit, and whenever it takes damage, the Humanoid can repeat the saving throw. If the saving throw is successful, the effect ends for it, and it regains its senses for the remainder of its turn.

Unless surprised, a Humanoid can avert its eyes to avoid the saving throw at the start of its turn. If the Humanoid does so, it can't see the lorelei until the start of its next turn, when it can avert its eyes again. If the Humanoid looks at the lorelei in the meantime, it must immediately make the save.

Amphibious. The lorelei can breathe air and water.

Free Water Spirit. While in contact with water, the lorelei ignores difficult terrain, and magical effects can't reduce her speed or cause her to be restrained. In addition, she can spend 5 feet of movement to escape from nonmagical restraints or being grappled.

Actions

Multiattack. The lorelei can use her Stunning Glance. She then makes three Psychic Blast attacks. She can replace one attack with a use of Corrupted Kiss.

Corrupted Kiss. *Melee Spell Attack:* +8 to hit, reach 5 ft., one willing creature, or a creature that is incapacitated or restrained. *Hit:* 14 (2d8 + 5) necrotic damage, and the lorelei regains hp equal to that amount.

Psychic Blast. *Melee or Ranged Spell Attack:* +8 to hit, reach 5 ft. or range 60 ft., one target. *Hit:* 12 (2d6 + 5) psychic damage.

Stunning Glance. The lorelei sends a seductive glance at a creature she can see within 30 feet of her. The target must succeed on a DC 15 Wisdom saving throw or be stunned until the end of its next turn. On a successful save, a creature is immune to this lorelei's Stunning Glance for the next 24 hours.

Loxoda

This massive creature combines the torso of an ogre and the body of an elephant as it lumbers through the open plains.

Nomadic Families. Loxodas live in small herds of two to three extended families. Several of these communities will usually cluster together, allowing members to move between groups as they get older. They have no permanent settlements, and instead loxoda families travel to new areas when they deplete the available food. Voracious omnivores, a family of loxodas will quickly strip trees bare of leaves, or hunt and cook an entire elephant.

Often Underestimated. Many people assume that loxodas are as dull witted as the ogres they resemble. This is often a fatal mistake, as the loxoda are quite intelligent. Their simple equipment and straightforward living come not from a lack of skill or knowledge, but their own isolationism and xenophobia. Their immense size and quadruped body make it difficult for them to mine metal ore, and they violently reject communications and trade with other people. The little metal they can gather is either taken from the bodies of their prey or stolen in raids on dwarven, human, or gnoll settlements.

Vestigial Tusks. All loxodas have curved tusks. While they are too small for use in even ritual combat, they are often decorated with intricate carvings or inlays or are dyed in a pattern developed by their family. Each individual also adapts the patterns with their own individual marks, often inspired by important events in their lives. Some loxodas put golden rings or jeweled bracelets stolen from humanoids onto their tusks as trophies. A loxoda matriarch may have long, dangling chains of such ornaments, indicating her high status and long life.

Loxoda

Huge Monstrosity, Neutral Evil

Armor Class 13 (natural armor)

Hit Points 147 (14d12 + 56)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	19 (+4)	12 (+1)	14 (+2)	10 (+0)

Skills Athletics +7, Survival +5

Senses passive Perception 12

Languages Loxodan

Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Trampling Charge. If the loxoda moves at least 20 feet straight toward a creature and then hits it with a Slam attack on the same turn, that target must succeed on a DC 15 Strength saving throw or be knocked prone. If the target is prone, the loxoda can make one Stomp attack against it as a bonus action.

Actions

Multiattack. The loxoda makes one Slam attack and one Spear attack.

Slam. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 22 (4d8 + 4) bludgeoning damage.

Spear. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 14 (3d6 + 4) piercing damage, or 17 (3d8 + 4) piercing damage if used with two hands to make a melee attack.

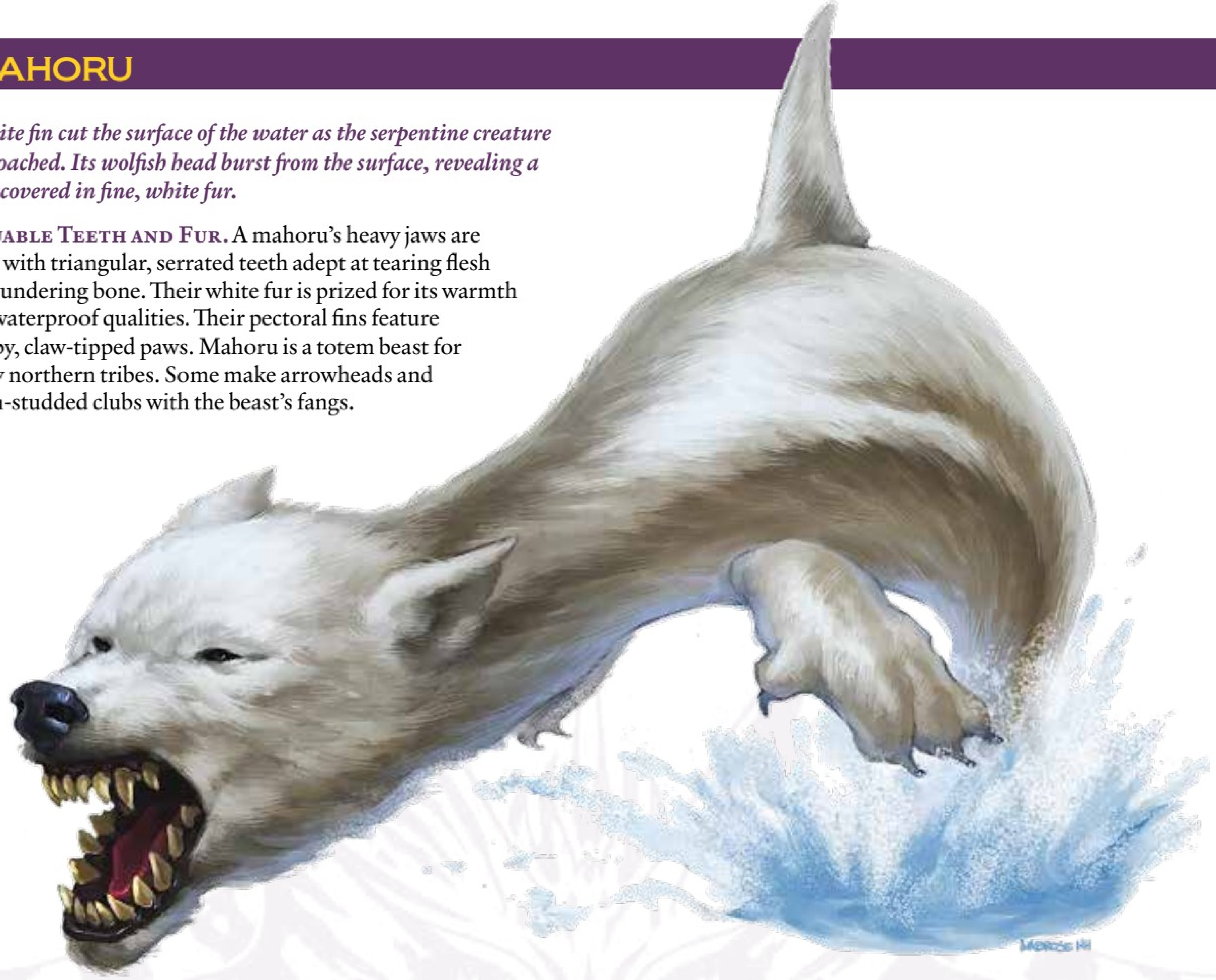
Stomp. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one prone creature. *Hit:* 20 (3d10 + 4) bludgeoning damage.

Tooth-Rattling Pound (Recharge 5–6). The loxoda rears up and lands heavily, rattling the land and creatures around it. Each creature in contact with the ground within 20 feet of the loxoda must make a DC 15 Dexterity saving throw. On a failure, a creature takes 36 (8d8) bludgeoning damage and takes an extra 10 (3d6) thunder damage at the end of its next turn as the shockwaves from the Tooth-Rattling Pound continue up through its body. On a success, a creature takes half the damage and doesn't take extra thunder damage from shockwaves.

Mahoru

A white fin cut the surface of the water as the serpentine creature approached. Its wolfish head burst from the surface, revealing a body covered in fine, white fur.

Valuable Teeth and Fur. A mahoru's heavy jaws are filled with triangular, serrated teeth adept at tearing flesh and sundering bone. Their white fur is prized for its warmth and waterproof qualities. Their pectoral fins feature stubby, claw-tipped paws. Mahoru is a totem beast for many northern tribes. Some make arrowheads and tooth-studded clubs with the beast's fangs.



Iceberg Hunters. Mahoru prowl northern coasts and estuaries, hunting among the fragmenting pack ice each summer. They lurk beneath the surface, catching swimmers or lurching up onto the ice to break or tilt it and send prey tumbling into the water. When necessary, they stalk beaches and riverbanks in search of carrion or unwary victims.

Work in Pairs and Packs. Mahoru work together in mated pairs to corral everything from fish and seals to larger prey like kayaking humanoids and even polar bears. They gnaw at ice bridges and the frozen surface of lakes and rivers to create fragile patches that plunge unwary victims into waiting jaws.

Mahoru

Large Monstrosity, Unaligned

Armor Class 15 (natural armor)

Hit Points 105 (14d10 + 28)

Speed 10 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	19 (+4)	14 (+2)	3 (−4)	12 (+1)	7 (−2)

Skills Perception +3, Stealth +6

Senses darkvision 60 ft., passive Perception 13

Languages —

Challenge 3 (700 XP) **Proficiency Bonus** +2

Amphibious. The mahoru can breathe air and water.

Blood Frenzy. The mahoru has advantage on melee attack rolls against any creature that doesn't have all of its hp.

Keen Sight and Smell. The mahoru has advantage on Wisdom (Perception) checks that rely on sight or smell.

Pack Tactics. The mahoru has advantage on attack rolls against a creature if at least one of the mahoru's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 20 (3d10 + 4) slashing damage. If the mahoru scores a critical hit, the target must succeed on a DC 14 Strength saving throw or the mahoru bites off one of the target's limbs. A creature is immune to this effect if it is immune to slashing damage.

Roar. The mahoru roars while above water or emits a loud, low thrum while underwater. Each creature within 30 feet of the mahoru that can hear the roar or thrum must succeed on a DC 14 Wisdom saving throw or be frightened for 1 minute. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. A creature that fails the saving throw by 5 or more is also paralyzed until the end of its next turn. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the Roar of all mahoru for the next 24 hours.

Mallqui

With skin stretched like vellum over wizened limbs, a desiccated humanoid form clad in splendid regalia emerges from a funerary tower. The imposing figure has yellow points of light for eyes.

Cold Plateau Mummies. The people of the cold, rainless, mountain plateaus take advantage of their dry climes to mummify their honored dead, but without the embalming and curing of the corpse practiced in hotter lands. To preserve the knowledge and the place of their ancestors in the afterlife, their dead remain among them as counsellors and honorees on holy days.

Undead Judges. The mallqui are not seen as malevolent, though at times they are severe judges against transgressors of their culture's ideals.

Icons of Growth. Through their ability to draw the very moisture from the air, they are seen as conduits to the fertility of the earth. *Mallqui* also means "sapling" in the language of the people who create them.

Mallqui

Medium Undead, Lawful Neutral

Armor Class 14 (natural armor)

Hit Points 120 (16d8 + 48)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	9 (−1)	16 (+3)	11 (+0)	18 (+4)	14 (+2)

Saving Throws Int +3, Cha +5

Skills History +3, Insight +7, Religion +3

Damage Resistances cold, lightning; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses darkvision 60 ft., passive Perception 14

Languages the languages it knew in life

Challenge 8 (3,900 XP) **Proficiency Bonus** +3

Regeneration. The mallqui regains 10 hp at the start of its turn. If the mallqui takes radiant damage, this trait doesn't function at the start of the mallqui's next turn. The mallqui dies only if it starts its turn with 0 hp and doesn't regenerate.

Undead Nature. The mallqui doesn't require air, food, drink, or sleep.

Water Hypersusceptibility. For every 5 feet the mallqui moves in water, or for every gallon of water splashed on it, it takes 2 (1d4) radiant damage. In addition, the mallqui takes 10 radiant damage when it starts its turn at least partially submerged in water.

Actions

Multiattack. The mallqui can use its Xeric Aura. It then makes three Xeric Blast attacks. It can replace one attack with a use of Spellcasting.

Xeric Blast. *Melee or Ranged Spell Attack:* +7 to hit, reach 5 ft. or range 60 ft., one target. *Hit:* 18 (4d6 + 4) necrotic damage.

Xeric Aura. Each creature within 20 feet of the mallqui must succeed on a DC 15 Constitution saving throw or suffer one level of exhaustion, as moisture is drained from its body. If a creature's saving throw is successful, it is immune to the mallqui's Xeric Aura for the next 24 hours.

Spellcasting. The mallqui casts one of the following spells, requiring no material components and using Wisdom as the spellcasting ability (spell save DC 15):

At will: *druidcraft*

3/day each: *create or destroy water*, *entangle*

1/day each: *locate animals or plants*, *wind wall*

Malphas

Keen eyed and dangerous, this winged fey warrior is dressed in finery.

Sworn to the Shadow Fey. Raised with a sword in their hands, the malphas are fierce warriors who serve the aristocracy of the shadow fey (see page 158) unswervingly.

Corvid Fey. The malphas have many crow-like features, including beaks, black-feathered bodies and wings, and clawed feet and hands. On occasion, a cloaked ravenfolk traveling in fey lands might be mistaken for a malphas, and some less scrupulous ravenfolk use this to their advantage to manipulate fey they encounter. Malphas don't take kindly to such impersonations and are merciless toward any ravenfolk they discover pretending to be one of them.

Messengers. Laconic in speech, they nevertheless serve as envoys and messengers from time to time. However, as much or more is communicated by the choice in messenger as in the message itself. Their crow-like features and the tendency of their masters to send bad news via malphas has earned them the nickname "storm crows" among many fey.

Malphas

Medium Fey, Neutral Evil

Armor Class 16 (studded leather)

Hit Points 135 (18d8 + 54)

Speed 40 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	19 (+4)	16 (+3)	14 (+2)	13 (+1)	18 (+4)

Saving Throws Dex +7, Con +6, Wis +4

Skills Perception +4

Senses darkvision 60 ft., passive Perception 14

Languages Common, Ravenfolk, Sylvan

Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Shadow-Infused Weapons. The malphas's weapon attacks are magical. When it hits with any weapon, the weapon deals an extra 3d6 necrotic damage (included in the attack).

Sunlight Sensitivity. While in sunlight, the malphas has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Multiattack. The malphas makes two Longsword attacks or three Shadow Bolt attacks. If both Longsword attacks hit one creature, the target must succeed on a DC 15 Constitution saving throw or be blinded until the end of its next turn, as shadows fill its eyes. A creature that can see through magical darkness has advantage on this saving throw.

Longsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) slashing damage if used with two hands, plus 10 (3d6) necrotic damage.

Shadow Bolt. *Ranged Spell Attack:* +7 to hit, range 60 ft., one target. *Hit:* 14 (3d6 + 4) necrotic damage.

Reactions

Shadow Call. When the malphas is hit by a ranged attack, it can make one Shadow Bolt attack against the attacker. The malphas doesn't have disadvantage on this attack from being within 5 feet of a hostile creature, though it may still have disadvantage from other sources.

Mamura

This atrocity combines the worst elements of a dead frog and a rotting fish. Its slimy, scaly, vaguely humanoid form has eyes and three clawed arms arranged radially about its body. Its green, bat-like wings seem too small to work, yet it flies well.

Twisted Field Sprites. Mamuras are the twisted faeries of magical wastelands and barren plains. They were once good-aligned, pixie-like fey called "polevoi," or "field sprites." At some point, they swore their souls to a dark goddess and were corrupted by her foul magic. Now they are twisted, alien things.

Cross-Dimensional. The mamura is one degree out of phase with reality. It appears blurry and indistinct even in bright light, and it seems translucent in dim light. They babble constantly, but their talk is mostly nonsense. Their minds operate in multiple dimensions in time as well as space, and this allows them to talk to and understand creatures of the Void. Because of this, their babble may be prophetic for the few who can decipher it.

Prophetic Followers. They occasionally align themselves with powerful goblin tribes or evil wasteland sorcerers for their own unknowable purposes.

Mamura

Small Aberration, Neutral Evil

Armor Class 16 (natural armor)

Hit Points 112 (15d6 + 60)

Speed 20 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (−1)	18 (+4)	19 (+4)	17 (+3)	11 (+0)	16 (+3)

Saving Throws Dex +7, Con +7, Cha +6

Skills Acrobatics +7, Perception +6, Stealth +7

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Senses darkvision 60 ft., passive Perception 16

Languages Common, Goblin, Sylvan, Void Speech

Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Distracting Babble. When a spellcaster that is concentrating on a spell starts its turn within 20 feet of the mamura, the spellcaster must succeed on a DC 15 Constitution saving throw or lose concentration on the spell. In addition, if a spellcaster within 20 feet of the mamura casts a spell, it must succeed on a DC 15 Constitution saving throw or the spell fails to cast, using the action, bonus action, or reaction to cast the spell but not expending the spell slot.

Flyby. The mamura doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Magic Resistance. The mamura has advantage on saving throws against spells and other magical effects.

Radial Eyes. The mamura has advantage on Wisdom (Perception) checks that rely on sight and on saving throws against being blinded. In addition, if the mamura isn't blinded, creatures attacking it can't benefit from traits and features that rely on a creature's allies distracting or surrounding the mamura, such as the Pack Tactics trait or Sneak Attack class feature.

Actions

Multiattack. The mamura makes three Claw attacks and one Whiptail Stinger attack.

Claw. *Melee Weapon Attack:* +7 to hit, range 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage.

Whiptail Stinger. *Melee Weapon Attack:* +7 to hit, range 10 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage, and the target must succeed on a DC 15 Constitution saving throw or take 7 (2d6) poison damage and be poisoned for 1 minute. While poisoned, the creature takes 3 (1d6) poison damage at the start of each of its turns. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Bonus Actions

Shadow Stealth. While in dim light or darkness, the mamura takes the Hide action.

Mamuras in Midgard

The mamura are servants of the Black Goat of the Woods, and they live in the Wasted West and various fetid swamps and badlands. They seem friendly with the selang (see page 321), and they arrange strange and orgiastic rites with them at the equinoxes.

Mask Wight

The frame of this withered demon's corpse barely fills the ash-colored plate armor that encases it. It carries a khopesh made of violet smoke, and a horned ivory mask devoid of features is nailed to its face.

Children of Fiends. Long ago, a demon lord of shadow fell in love with a demon goddess of the underworld. The two devised a plan to not merely slay their peers, but expunge them from time itself, leaving only each other. Shortly thereafter, the mask wights were conceived.

Rites of Annihilation. To create these undead, the lovers stole bodies of death knights from beneath the necropolis of an arch-lich and sacrificed a million condemned souls, draining their essence into ivory masks. Finally, the masks were hammered onto the knights with cold iron nails, and their armored husks were left at the bottom of the memory-draining River Styx for 600 years. When they rose, the mask wights marched out into the planes to bury knowledge and erase their quarry from memory and history.

Mask Wight

Medium Undead, Neutral Evil

Armor Class 19 (natural armor)

Hit Points 207 (18d8 + 126)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	18 (+4)	24 (+7)	15 (+2)	16 (+3)	18 (+4)

Saving Throws Str +11, Dex +9, Con +12, Int +7, Wis +8, Cha +9

Damage Vulnerabilities radiant

Damage Resistances acid, fire, lightning, cold; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities necrotic, poison

Condition Immunities charmed, frightened, paralyzed, petrified, poisoned, stunned, unconscious

Senses darkvision 60 ft., truesight 30 ft., passive Perception 13

Languages Abyssal, Common, Infernal

Challenge 13 (10,000 XP) **Proficiency Bonus** +5

Necrotic Weapons. The mask wight's weapon attacks are magical. When the mask wight hits with any weapon, the weapon deals an extra 3d8 necrotic damage (included in the attack).

Single-Minded Purpose. The mask wight has advantage on attack rolls against fiends and creatures wielding fiendish power, such as tieflings or some sorcerers and warlocks.

Undead Nature. The mask wight doesn't require air, food, drink, or sleep.

Actions

Multiattack. The mask wight makes two Khopesh of Oblivion attacks and one Spiked Gauntlet attack. If both Khopesh of Oblivion attacks hit one creature, the target must succeed on a DC 17 Wisdom saving throw or forget cherished memories of one object or location until it interacts with that object or location again. The object or location can't be an object on the target or a location within its sight when it fails this saving throw.

Khopesh of Oblivion. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 6) slashing damage plus 13 (3d8) necrotic damage.

Spiked Gauntlet. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) bludgeoning damage plus 13 (3d8) necrotic damage. If the target is a Large or smaller creature, it must succeed on a DC 17 Strength saving throw or be knocked prone.

Wail of the Forgotten (Recharge 6). The mask wight emits an ear-piercing wail. Each creature within 30 feet of the mask wight must make a DC 17 Charisma saving throw. On a failure, a creature takes 35 (10d6) thunder damage and 27 (6d8) psychic damage and is deafened for 1 hour. On a success, a creature takes half the damage and isn't deafened. A creature killed by this wail is erased from the memories of every creature in the planes that ever saw or interacted with it, all written or pictorial references to the target fade away, and its body is obliterated. Only divine beings and creatures that saw the creature die are unaffected by this memory erasure. The slain creature can be restored to life only by means of a *true resurrection* or a *wish* spell.

Mavka

With burnt and blackened skin, burnt twigs for hair, and clawed hands and feet that resemble burnt and twisted roots, this creature appears scorched and even frail. Pupilless red eyes gleam in its sockets with a hellish green flame.

Mavkas are twisted dryads created by undead warlocks and vampiric experiments.

Death Riders. Mavkas ride nightmares and are fearsome raiders, snatching victims up into the saddle, never to be seen again. They despise and trample foot soldiers as peasants unworthy of attention.

Hag Killers. Mavkas are the mortal enemies of red hags (see page 228), who call these undead horrors "greenbanes." When red hag covens discover vampires and other undead turning local dryads into mavkas, they go on a rampage, destroying all undead they encounter.

Mavka

Medium Undead, Chaotic Evil

Armor Class 17 (natural armor)

Hit Points 170 (20d8 + 80)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	18 (+4)	13 (+1)	13 (+1)	18 (+4)

Saving Throws Str +9, Dex +6, Con +8, Cha +8

Skills Athletics +9, Nature +5, Perception +5

Damage Resistances fire; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities necrotic, poison

Condition Immunities poisoned

Senses darkvision 90 ft., passive Perception 15

Languages Abyssal, Common, Infernal, Sylvan

Challenge 12 (8,400 XP) **Proficiency Bonus** +4

Mounted Warrior. While the mavka is mounted, her mount can't be charmed or frightened.

Nightmare Mount. The mavka has formed a bond with a nightmare. The nightmare acts as a controlled mount while carrying the mavka, obeying the mavka's spoken commands. Mounting and dismounting the nightmare costs the mavka only 5 feet of movement.

Sunlight Hypersensitivity. The mavka takes 20 radiant damage when she starts her turn in sunlight. While in sunlight, she has disadvantage on attack rolls and ability checks.

Undead Nature. The mavka doesn't require air, food, drink, or sleep.

Actions

Multiattack. The mavka makes two Enervating Slam attacks or three Necrotic Bolt attacks. If she is riding a nightmare, the nightmare can then make one Hooves attack. If both Enervating Slam attacks hit one creature, the mavka regains hp equal to the total necrotic damage dealt by both attacks.

Enervating Slam. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 23 (4d8 + 5) bludgeoning damage plus 16 (3d10) necrotic damage.

Necrotic Bolt. *Ranged Spell Attack:* +8 to hit, range 60 ft., one target. *Hit:* 26 (4d10 + 4) necrotic damage.

Flame Burst (Recharge 5–6). While riding a nightmare, the mavka channels her power into her mount, causing its fiery light to burn those nearby. Each creature within 20 feet of the mavka must make a DC 16 Dexterity saving throw, taking 54 (12d8) fire damage on a failed save, or half as much damage on a successful one.

Spellcasting. The mavka casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 16):

At will: *create or destroy water, dancing lights*

3/day each: *darkness, hold person, silence*

1/day each: *bestow curse, dispel magic*

Mavkas in Midgard

There were once three dryad sisters named Mica, Anthelia, and Saramantha. After his conquest of Morgau, the Black Prince Lucan had the dryads and their trees killed and then raised them as powerful undead—mavkas. His warlocks bonded the new undead with nightmares instead of trees to complete their corruption.

These three sisters have since spawned many more such undead fey. Some serve the Black Prince as generals or concubines, while others pursue their own ends, destroying vampires, laying waste to villages, and seeking power in the Shadow Realm.

Mi-Go

This fungal, insectoid creature has stubby wings, multiple limbs, and a nightmarish head.

The mi-go are a space-faring people of great skill and vast malevolence. They travel in large numbers between worlds, somehow covering astronomical distances in months rather than decades.

Strange Technology. Their technology includes powerful techniques to implant mi-go elements and minds in others' bodies (or to extract them). They also have unparalleled mastery of living tissue in both plant and animal form. Mi-go merchants exchange psychic tools, surgical instruments, and engineered materials. They work these materials into fantastic objects such as void-crossing solar wings, glowing lampfruit, and purple starvines, which induce sleep.

World Colonizers. While they have their own secrets and goals, the mi-go also serve ancient powers from between the stars. They are devoted followers of Shub-Niggurath, goddess of fecundity and growth, and take their evangelical mission seriously. They colonize entire worlds in Shub-Niggurath's name, planting and harvesting entire species according to her will.

Brain Cylinders. The brain cylinder, a device that permits the extraction and maintenance of a living brain outside the body, is the apex of mi-go technology. Safely isolated in a mi-go cylinder, a humanoid brain can travel safely between the stars. They deploy, fill, and retrieve these cylinders according to mysterious schedules and for purposes. Indeed, most of their technology appears either revolting or simply bizarre to humanoids (plant folk are less disquieted by their functioning).

Mi-Go

Medium Plant, Neutral Evil

Armor Class 17 (natural armor)

Hit Points 95 (10d8 + 50)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	19 (+4)	21 (+5)	25 (+7)	15 (+2)	13 (+1)

Saving Throws Str +6, Con +8, Cha +4

Skills Arcana +10, Deception +7, Medicine +5, Perception +5, Stealth +7

Damage Resistances cold, radiant

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 15

Languages Common, Void Speech

Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Deathly Spores. When a mi-go dies, its body crumbles into millions of spores. Each creature within 10 feet of the mi-go must succeed on a DC 15 Dexterity saving throw or take 14 (4d6) poison damage and be poisoned until the end of its next turn.

Void Traveler. The mi-go doesn't require air, food, drink, sleep, or ambient pressure. It requires only minimal exposure to starlight a few times each year to sustain itself.

Actions

Multiattack. The mi-go makes two Claw or Psychic Bolt attacks.

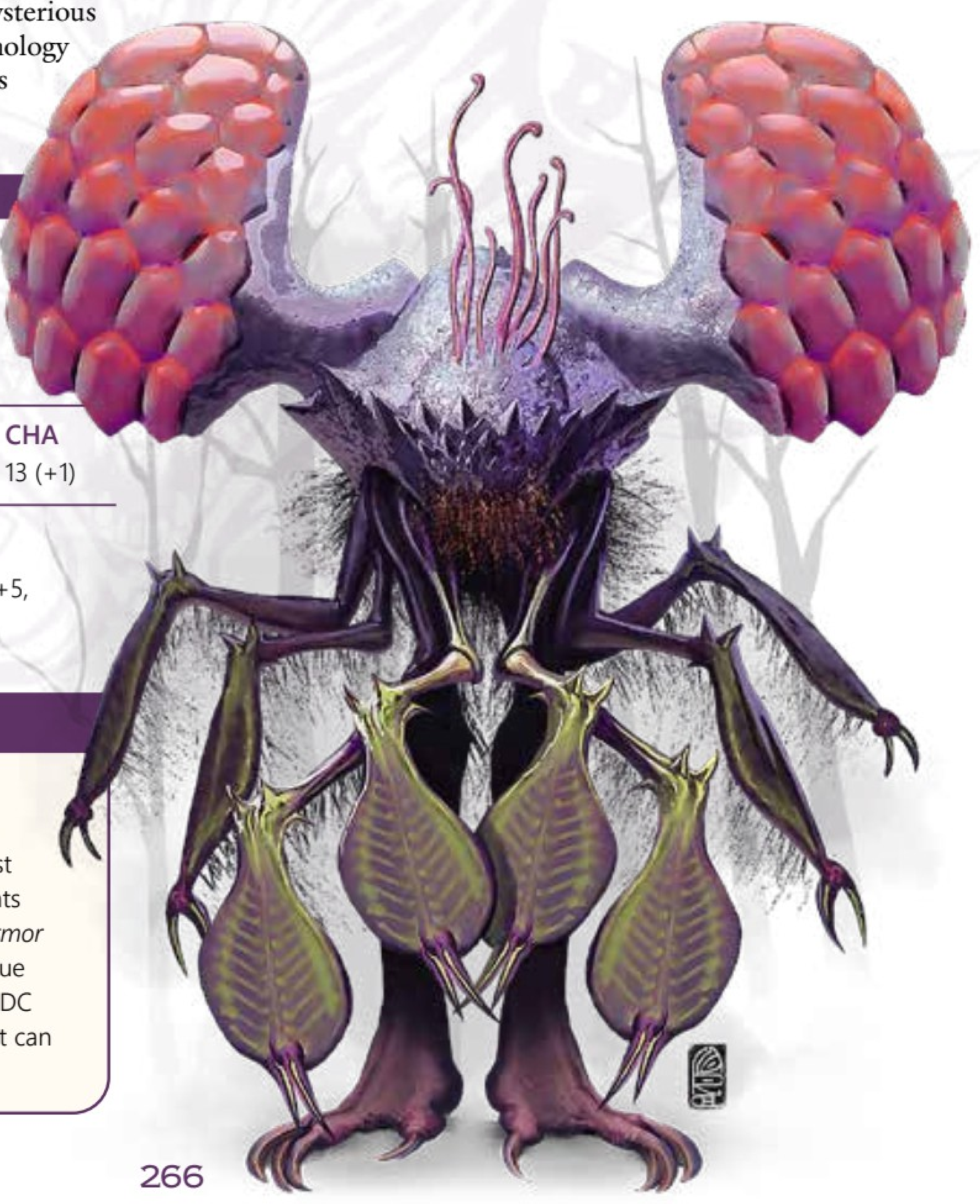
Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 17 (3d8 + 4) slashing damage, and the target is grappled (escape DC 15) if it is a Large or smaller creature.

Psychic Bolt. *Ranged Spell Attack:* +10 to hit, range 120 ft., one target. *Hit:* 17 (3d6 + 7) psychic damage.

Spore Burst (Recharge 5–6). The mi-go releases hallucinogenic spores in a 30-foot cone. Each creature in the area must make a DC 15 Dexterity saving throw. On a failure, a creature takes 21 (6d6) poison damage and is incapacitated until the end of its next turn. On a success, a creature takes half the damage and isn't incapacitated.

Disquieting Technology

Though mi-go technology is strange to most creatures, the effects of the technology in the game are similar to magic items. For example, a device strapped to the chest emitting a blue field around the wearer's body that grants resistance to cold damage is functionally the same as *armor of cold resistance*. The *identify* spell fails to discern the true purpose of these pieces of technology, but a successful DC 17 Intelligence (Arcana) check during a short or long rest can reveal the purpose of a piece of mi-go technology.



Millitaur

A purplish-black segmented worm the size of a horse, with hundreds of legs, black multifaceted eyes, and powerful mandibles wields a pair of stone axes.

Millitaurs roam jungles and woodlands, especially wherever dense undergrowth rots beneath the canopy and piles high. Leaves and plant matter provide much of the millitaur diet, but they also are good hunters and supplement with squirrel, monkey, gnome, and goblin.

Poisonous Drool. As formidable as they appear, millitaurs are the preferred prey of some dragons and jungle giants, and tosculi (see page 365) often hunt them for use as slaves and pack animals. In defense, they've developed a mild poison. Millitaur handaxes often drip with this substance, smeared on from the beast's mandibles. They use their axes for breaking up mulch for easier digestion, as well as for hunting and self-defense.

Alchemists and Brewers. Millitaurs are capable alchemists and brew their own unique beverages, potions, and alchemical substances, using the various materials and substances provided by the plants and animals found in their jungle homes. When away from their burrows, millitaurs carry a handful of flasks for self defense, to ward off intruders, or to trade with respectful humanoids traveling near their territory.

Clicking Speech. Millitaurs communicate via body language, antennae movements, scent, and clicking sounds. Although they have no voice boxes, millitaurs can make sounds by artfully clicking and grinding their mandibles, and they mimic the sounds of Common in a peculiar popping tone. They can be good sources for local information so long as they are treated with respect and their territory is not encroached.

MILLITAUR

Large Monstrosity, Neutral

Armor Class 14 (natural armor)

Hit Points 85 (10d10 + 30)

Speed 40 ft., burrow 20 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	16 (+3)	8 (−1)	16 (+3)	10 (+0)

Skills Acrobatics +4

Damage Resistances poison, slashing

Condition Immunities prone

Senses darkvision 60 ft., tremorsense 30 ft., passive Perception 13

Languages Common, Millitaur

Challenge 3 (700 XP) **Proficiency Bonus** +2

ACTIONS

Multiattack. The millitaur makes two Handaxe attacks.

Handaxe. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage plus 3 (1d6) poison damage.

Poisonous Flask (Recharge 5–6). The millitaur hastily combines alchemical substances into a poisonous concoction and throws it at a point the millitaur can see within 30 feet. Each creature within 15 feet of that point must make a DC 13 Dexterity saving throw. On a failure, a creature takes 14 (4d6) poison damage and is poisoned for 1 minute. On a success, a creature takes half the damage and isn't poisoned. A poisoned creature can make a DC 13 Constitution saving throw at the end of each of its turns, ending the effect on itself on a success.

Healing Tonic (2/Day). The millitaur administers a healing tonic to a willing creature within 5 feet of it. The target magically regains 7 (2d6) hp and is freed from any disease or poison.

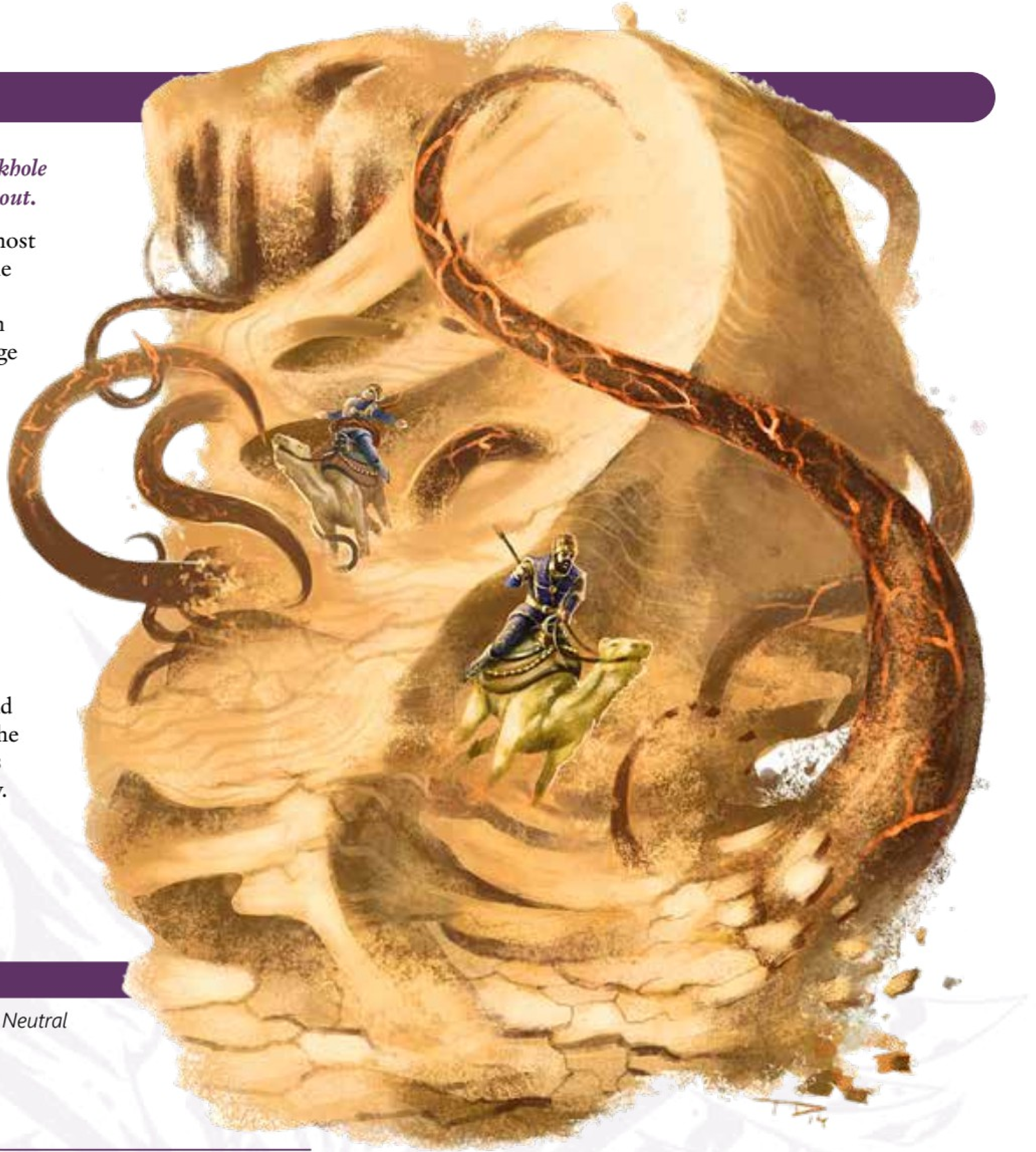
Mimic, Dune

The sand surges and shifts, a sinkhole opens, and sandy tendrils reach out.

Enormous Forms. Though most commonly seen as dunes, a dune mimic can take the form of a date palm grove, a riverbank, an enormous boulder, or other large shapes in the landscape.

A King's Guardians. Dune mimics were created by a forgotten king as guardians for his desert tomb. Somewhere, dozens of them guard vast wealth.

Spread by Spores. Although not intended to reproduce, they began producing spores spontaneously and replicating themselves. Now they are spread across the deserts. Luckily for the other inhabitants, dune mimics reproduce just once per century.



Dune Mimic

Huge Monstrosity (Shapechanger), Neutral

Armor Class 13 (natural armor)

Hit Points 168 (16d12 + 64)

Speed 15 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	8 (−1)	18 (+4)	9 (−1)	13 (+1)	10 (+0)

Skills Perception +4

Damage Immunities acid, fire

Condition Immunities prone

Senses darkvision 60 ft., tremorsense 30 ft., passive Perception 14

Languages —

Challenge 8 (3,900 XP) **Proficiency Bonus** +3

Adhesive (Object or Terrain Form Only). The dune mimic adheres to anything that touches it. A creature adhered to the dune mimic is also grappled by it (escape DC 15). Ability checks made to escape this grapple have disadvantage. The dune mimic can harden its outer surface, so only the creatures it chooses are affected by this trait.

False Appearance (Object or Terrain Form Only). While the dune mimic remains motionless, it is indistinguishable from an ordinary sandy object or terrain feature.

Grappler. The dune mimic has advantage on attack rolls against any creature grappled by it.

Actions

Multiattack. The dune mimic makes three Pseudopod attacks. It can replace one attack with a use of Engulf.

Pseudopod. *Melee Weapon Attack:* +8 to hit, reach 15 ft., one target. *Hit:* 18 (3d8 + 5) bludgeoning damage. If the dune mimic is in object or terrain form, the target is subjected to the mimic's Adhesive trait.

Engulf. The dune mimic engulfs a Large or smaller creature grappled by it. The engulfed target is blinded, restrained, and unable to breathe, and it must succeed on a DC 15 Constitution saving throw at the start of each of the mimic's turns or take 10 (3d6) slashing damage, as the creature is lacerated by the mimic's sand-coated form. If the mimic moves, any engulfed creatures move with it. The mimic can have no more than two creatures engulfed at a time.

Bonus Actions

Change Shape. The dune mimic transforms into a Huge sand- or gravel-covered object, shapes itself into a sandy or rocky terrain feature no larger than a 20-foot cube or transforms back into its true, amorphous form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Mimic, Map

A treasure map flaps as if caught in a strong wind. It suddenly splits open, revealing a fanged mouth and face.

Mimic Spawn. Mimic adhesive is not just a powerful means of trapping prey, it also contains millions of microscopic larvae that feed on flesh. Most of the larvae are consumed by the mimic when it eats. Mimics are either unaware of this, or they're indifferent to the fact that they routinely cannibalize their own offspring. A few larvae survive by adhering to the clothing or equipment of someone who escaped from a full-grown mimic's attack. These larvae hitch a ride, their host taking them far from the dungeon, cavern, or ruin of their birth. There, they drop off and grow into wormlike mimic young called map mimics. In time, map mimics grow into typical mimics.

Smaller than a Dinner Plate. Map mimics are too small to mimic the types of objects their parent does, but they still deceive prey by altering their forms. They can assume the shape, texture, and coloration of anything up to the size of a dinner plate.

Paper Scrolls. Their preferred form is parchment paper. They can display the path they've followed on their hide, complete with important landmarks. In this form, they curl up and wait inside bottles, or in the clutches of a corpse in plain view, until an unsuspecting adventurer discovers them. If the mimic is hungry, it attacks and attaches to the finder's face. Otherwise, it continues its charade as a map, eventually leading the reader back to the parent mimic.

Map Mimic

Tiny Monstrosity (Shapechanger), Neutral

Armor Class 14 (natural armor)

Hit Points 22 (5d4 + 10)

Speed 30 ft., fly 15 ft.

STR	DEX	CON	INT	WIS	CHA
7 (−2)	15 (+2)	14 (+2)	5 (−3)	13 (+1)	16 (+3)

Damage Immunities acid

Condition Immunities prone

Senses darkvision 60 ft., passive Perception 11

Languages —

Challenge 1/4 (50 XP) **Proficiency Bonus** +2

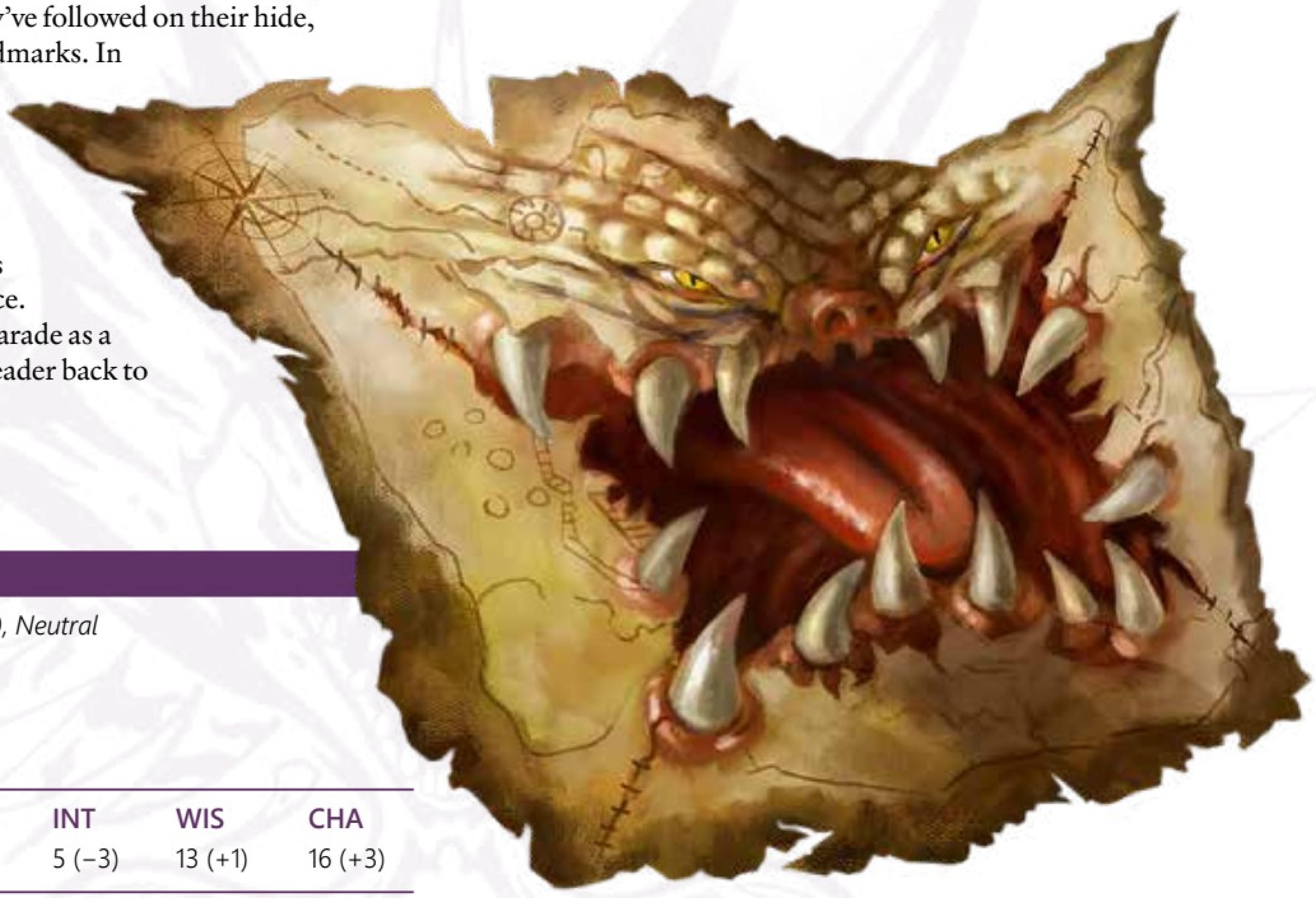
False Appearance (Object Form Only). While the mimic remains motionless, it is indistinguishable from an ordinary object.

Life Path. Regardless of the form it takes, the map mimic can make a map on its surface (no action required) that shows the route it has traveled since it left its parent mimic. The map shows terrain features and landmarks of where it has been, but doesn't show the names of those places.

Actions

Pseudopod. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage, and it attaches to the target. While attached, the mimic can't attack, the target is blinded, and at the start of each of the mimic's turns, the target takes 5 (1d6 + 2) bludgeoning damage.

The attached mimic moves with the target whenever the target moves, requiring none of the mimic's movement. It can detach itself by spending 5 feet of its movement on its turn. A creature, including the target, can use its action to detach the mimic by succeeding on a DC 8 Strength check.



Bonus Actions

Change Shape. The mimic transforms into a Tiny object or back into its true, amorphous form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Mindrot Thrall

A heavily cloaked figure reeks of decay, spreading a floating cloud of spores with every step.

Fungal Rot. Mindrot fungus is an intelligent hive-mind parasite that consumes creatures from the inside out. When inhaled, mindrot spores enter the brain through the bloodstream. As the fungus grows, it dissolves the host's body and slowly replaces the creature's flesh with its own. The fungus's first target is the motor function of the brain. It takes control of the creature's movement while the victim is still alive and conscious, leaving the victim trapped within its own body. Indeed, sensory awareness may be the last function that the fungus attacks. Eventually, even the victim's skin and muscle are replaced with fungal fibers. At that point, the affected creature no longer looks like its former self. Such a newly born mindrot thrall conceals its alarming appearance under heavy robes or cloaks so it can travel without causing alarm.

Spore Blisters. A thrall's skin is taut and waxy. Blisters form just beneath the surface, and when they grow as large as a child's fist they burst, releasing a spray of spores. It seeks to infect as many new victims as possible during the few weeks that it survives in humanoid form. At the end of that time, the thrall shrivels to a dried, vaguely humanoid husk. Even a dead mindrot thrall remains dangerous. Its half-formed spore blisters can remain infectious for months.

Dimensional Horrors. Wizards hypothesize the fungus was brought to the mortal world's wastelands by a shambling horror crossing through a dimensional portal. The remoteness of the wasteland is likely why the mindrot fungus hasn't destroyed whole cities, though someday it might find a more fertile breeding ground.

Mindrot Thrall

Medium Plant, Neutral

Armor Class 15 (natural armor)

Hit Points 82 (11d8 + 33)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	17 (+3)	11 (+0)	14 (+2)	6 (−2)

Saving Throws Con +5

Damage Immunities acid, poison

Condition Immunities charmed, frightened, poisoned

Senses tremorsense 30 ft., passive Perception 12

Languages understands Common but can't speak

Challenge 3 (700 XP) **Proficiency Bonus** +2

Fungal Aura. A creature that starts its turn within 5 feet of a mindrot thrall must succeed on a DC 13 Constitution saving throw or become infected with the *mindrot* disease.

Mindrot. A creature infected with this disease manifests symptoms in 1d4 days after infection, which include migraines and muscle weakness. Until the disease is cured, at the end of each long rest, the infected creature must succeed on a DC 13 Constitution saving throw or take 9 (2d8) acid damage, and its hp maximum is reduced by that amount. This reduction lasts until the creature finishes a long rest after the disease is cured. The creature dies if the disease reduces its hp maximum to 0. One day after the creature dies, it rises as a mindrot thrall. A creature that succeeds on two saving throws recovers from the disease.

Actions

Multiattack. The mindrot thrall makes two Claw attacks.

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) slashing damage.

Spore Breath (Recharge 4–6). The thrall exhales a blast of acidic spores from its rotten lungs in a 15-foot cone. Each creature in the area must make a DC 13 Dexterity saving throw. On a failure, a creature takes 18 (4d8) acid damage and is infected with the *mindrot* disease (see the Mindrot trait). On a success, a creature takes half the damage and isn't infected.

Mirager

Diaphanous veils cover a graceful woman, flowing like water across her as she dances through the dust.

Humanoid Sand. Cursed with crumbling, sandy bodies by a long-since-forgotten fey lord, miragers rely on blood and moisture from mortal creatures to replenish and sustain their forms. With such sustenance hard to acquire in their desert homes, miragers don't gather in groups and can be particularly vicious when starved. Some miragers might make bargains or forge friendships with mortal creatures, but the mirager's ever-present need for blood and moisture means such alliances rarely survive the dry season.

Enticing Illusion. A mirager can take on the guise of a lovely man or woman with luminous eyes, delicate features, and seductive garments. Whatever its form, a mirager dresses in veils and flowing robes that accentuate its enticing beauty.

MIRAGER

Medium Fey, Neutral Evil

Armor Class 13

Hit Points 78 (12d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	14 (+2)	10 (+0)	14 (+2)	19 (+4)

Skills Deception +6, Performance +8, Perception +4

Senses darkvision 60 ft., passive Perception 14

Languages Common, Sylvan

Challenge 3 (700 XP) **Proficiency Bonus** +2

Sensuous Grace. The mirager moves with a flowing grace that Humanoids find appealing. If the mirager moves at least 10 feet on its turn, each Humanoid within 30 feet of it that can see it must succeed on a DC 14 Charisma saving throw or be charmed until the end of its next turn.

ACTIONS

Multiattack. The mirager makes two Slam attacks. If both Slam attacks hit a Medium or smaller creature, the target is also grappled (escape DC 13). The mirager can grapple only one creature at a time.

Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage.

Thirsting Kiss. *Melee Spell Attack:* +6 to hit, reach 5 ft., one willing creature, or a creature that is grappled by the mirager, incapacitated, or restrained. *Hit:* 22 (4d8 + 4) necrotic damage, and the mirager gains temporary hp equal to half that amount.

Blow Kiss. The mirager blows a kiss at a creature charmed by it. The target must make a DC 14 Charisma saving throw. On a failure, a creature takes 17 (5d6) psychic damage and is stunned until the end of its next turn. On a success, a creature takes half the damage and the charmed condition immediately ends on it.

Illusory Appearance. The mirager covers itself and anything it is wearing or carrying with a magical illusion that makes it look like another creature of its general size and Humanoid shape. The illusion ends if the mirager takes a bonus action to end it or if the mirager dies.

The changes wrought by this effect fail to hold up to physical inspection. For example, the mirager could appear to have smooth skin, but someone touching it would feel its rough, sand-like skin. Otherwise, a creature must take an action to visually inspect the illusion and succeed on a DC 20 Intelligence (Investigation) check to discern that the mirager is disguised.

Spellcasting. The mirager casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 14):

3/day: *charm person*

1/day each: *hallucinatory terrain* (as an action), *suggestion*

BONUS ACTIONS

Sand Dancer. While in sandy terrain, the mirager takes the Dash or Disengage action.

Miremal

A short, lean, biped emerges from the shadows. Fungi and mosses cover its pale-skinned body, growing into its flesh. Its green eyes weep bloody tears.

Miremals are savage, degenerate fey who delight in crafting paths through treacherous swamps. These seemingly safe paths are riddled with traps and ambush points.

Unreliable Guides. Miremals hunt in packs of three to six and often serve a more powerful creature, especially one that commands potent magic. As a result, many of their paths lead travelers into the grove of a green hag coven or into the lair of a black dragon.

Swamp Dwellers. Miremals have adapted from sylvan forests to the swamps: patches of red and green fungus sprout from their skin, mushrooms and branches grow haphazardly out of their bodies, and moss hangs from beneath their arms. They can even take on a puddle-like form when close to death, escaping from whatever seeks to harm them. Their eyes are forest green and perpetually wet with bloody tears. Their legends say their tears come from rage over the banishment from their forest homes and agony from knowing they can never return.

Hate Moss Lurkers. Miremals are occasionally confused with moss lurkers (see page 278), but the two despise one another and both consider the comparison odious.

Miremal

Small Fey, Chaotic Evil

Armor Class 12

Hit Points 22 (5d6 + 5)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	12 (+1)	10 (+0)	12 (+1)	8 (−1)

Skills Perception +3, Stealth +6, Survival +3

Senses darkvision 60 ft., passive Perception 13

Languages Sylvan, Umbral

Challenge 1/2 (100 XP) **Proficiency Bonus** +2

Amphibious. The miremal can breathe air and water.

Muddled Escape (Recharges after a Short or Long Rest). If the miremal takes 7 damage or less that would reduce it to 0 hp, it is reduced to 1 hp instead and becomes a puddle of filthy swamp water. At the start of the miremal's next turn, it can move up to 15 feet as a puddle. Then it returns to its normal form.

Swamp Camouflage. The miremal has advantage on Dexterity (Stealth) checks made to hide in swampy terrain.

Actions

Multiattack. The miremal makes one Bite attack and one Claw attack.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) slashing damage.

Bog Spew (Recharge 5–6). The miremal spews a noxious stream of bog filth mixed with stomach acid at one creature it can see within 20 feet of it. The target must make a DC 11 Constitution saving throw. On a failure, the target takes 7 (2d6) acid damage and is blinded until the end of its next turn. On a success, the target takes half the damage and isn't blinded.

Miremals in Midgard

Miremals once served the Faerie Queen Titania as honorable scouts and spies. The habits of mind they cultivated though, made them susceptible to the blandishments of Titania's dark sister, Sarastra, Queen of Night and Magic. She planted within the miremals a hunger for flesh, and many succumbed to Sarastra's enchantment. They turned against those who resisted and devoured their former companions.

When the miremals regained their senses, they saw the slaughter they had wrought. Titania cursed and banished the miremals, changing their form and admonishing them to repent and atone. Thus far, they have shown no remorse.

Mngwa

Tiny wisps of grayish smoke ooze from the slate-colored coat of this leonine creature.

Ethereal Lions. The elusive mngwa (MING-wah) are the offspring of a sentient feline beast from the Ethereal Plane that mated with a lioness long ago. Also called *nunda* ("smoke-cats"), mngwas are strong, cunning hunters who can elude pursuit or approach their prey unnoticed by disappearing briefly into the ether.

Rocky Terrain. Mngwas choose their hunting ground carefully, avoiding flatlands where competing predators are plentiful. They favor rocky and treacherous terrain where their talent for dancing along the veil between worlds allows them to outmaneuver their prey.

Feline Allies. The strongest mngwa recruit other great cats into their prides, though these associations tend to be short-lived. They hunt with especially savage groups of nkosi (see page 286), though only a great pridelord can command one during a hunt. When the hunt is over, the mngwa move on, and sometimes they take one of the young nkosi with them to become a shaman.

Mngwa

Medium Aberration, Neutral Evil

Armor Class 16 (Ethereal Coat)

Hit Points 91 (14d8 + 28)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	17 (+3)	15 (+2)	11 (+0)	17 (+3)	17 (+3)

Skills Perception +5, Stealth +7

Senses darkvision 60 ft., passive Perception 15

Languages Common, Sylvan

Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Ethereal Coat. The mngwa's AC includes its Charisma modifier (included above).

Ethereal Sight. The mngwa can see 30 feet into the Ethereal Plane when on the Material Plane and vice versa.

Feline Passivism. No felines or weretigers can willingly attack the mngwa. They can be forced to do so through magical means.

Keen Smell. The mngwa has advantage on Wisdom (Perception) checks that rely on smell.

Pack Tactics. The mngwa has advantage on attack rolls against a creature if at least one of the mngwa's allies is within 5 feet of the creature and the ally isn't incapacitated.

Running Leap. With a 10-foot running start, the mngwa can long jump up to 25 feet.

Speak with Felines. The mngwa can communicate with felines as if they shared a language.

Actions

Multiattack. The mngwa makes one Ethereal Bite attack and two Claw attacks.

Ethereal Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage plus 5 (2d4) force damage.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

Bonus Actions

Ethereal Step. The mngwa magically shifts from the Material Plane to the Ethereal Plane, or vice versa. When it leaves or enters the Material Plane, a puff of gray smoke briefly appears in the space on the Material Plane it leaves or enters.

Monolith Champion

This suit of armor stands motionless, its visor raised to reveal a black skull with eyes cold as a winter moon. A cloak of owl feathers hangs from its shoulders, and a greatsword sits across its back.

Beautiful Constructs. Monolithic servitors are constructs designed to serve the courts of the shadow fey (see page 158). As constructs go, these are uncommonly beautiful; they are meant to be as pleasing to the eyes as they are functional. Beauty, of course, is in the eye of the beholder, and what's beautiful in the eyes of the shadow fey might be considered strange, disturbing, or even alarming to mortal folk.

Expensive Armor. Regardless of a viewer's aesthetic opinion, it's obvious that a monolith champion incorporates amazing workmanship. Every fitting is perfect, and every surface is burnished and etched with detail almost invisible to the naked eye or else decorated with macabre inlays and precious chasing. The skull in the helmet is mere decoration, meant to frighten the weak of heart and mislead opponents into thinking the champion is some form of undead rather than a pure construct.

Keeping Out the Rabble. As its name implies, the monolith champion serves as a guardian, warrior, or sentry. In those roles, it never tires, never becomes distracted or bored, never questions its loyalty, and never swerves from its duty. It delights in throwing non-fey visitors out of fey settlements and buildings.

Monolith Champion

Large Construct, Neutral

Armor Class 17 (natural armor)

Hit Points 102 (12d10 + 36)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	16 (+3)	10 (+0)	10 (+0)	10 (+0)

Damage Immunities poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks not made with adamantine weapons

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Elvish, Umbral

Challenge 8 (3,900 XP) **Proficiency Bonus** +3

Coldfire Weapons. The monolith champion's weapon attacks are imbued with blue fey fire and magical. When the champion hits with any weapon, the weapon deals an extra 3d8 cold damage or fire damage (included in the attack), the champion's choice.

Construct Nature. The monolith champion doesn't require air, food, drink, or sleep.

Actions

Multiattack. The monolith champion makes one Greatsword attack and one Slam attack.

Greatsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 18 (4d6 + 4) slashing damage plus 13 (3d8) cold damage or fire damage (the champion's choice). If the target is within a fey court or castle, the target must succeed on a DC 14 Charisma saving throw or become invisible, silent, and paralyzed for 1 minute, while an illusory version of the target under the champion's control remains visible and audible. The illusion shouts to the target's allies for a retreat or similar action. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself and destroying the illusory double on a success.

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage plus 13 (3d8) cold damage or fire damage (the champion's choice).

Monolith Footman

A suit of elven parade armor, beautifully ornate but perhaps not terribly functional, stands at attention.

Beautiful Construct. Like the monolith champion, a monolith footman is an aesthetic triumph in the construct-builder's craft. Unlike the champion, the footman's visor remains closed, hiding any visage. If anything, form takes a higher priority in the footman than function, since their function is largely to look fine as they stand ready to perform servant's duties for their shadow fey (see page 158) masters.

More Servant than Warrior. Because it's fashioned as grand armor, the footman looks more ferocious than it is. Its fighting ability is nothing to dismiss, but a secondary function. It's a combination of household servant and watchdog with imposing martial flair. Like the champion, a monolith footman's most alarming power is its ability to replace an opponent with a shadow double. This threat should be taken seriously by strangers to shadow as they weigh the risks of causing trouble in the fey courts.

Perfect Loyalty. Monolith footmen follow orders to the letter and are unswerving in their loyalty.

Monolith Footman

Large Construct, Neutral

Armor Class 14 (natural armor)

Hit Points 60 (8d10 + 16)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	14 (+2)	10 (+0)	10 (+0)	10 (+0)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks not made with adamantine weapons

Damage Immunities poison, psychic

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Elvish, Umbral

Challenge 3 (700 XP) **Proficiency Bonus** +2

Coldfire Weapons. The monolith footman's weapon attacks are imbued with blue fey fire and magical. When the footman hits with any weapon, the weapon deals an extra 1d8 cold damage or fire damage (included in the attack), the champion's choice.

Construct Nature. The monolith footman doesn't require air, food, drink, or sleep.

Simple Construction. A critical hit against the footman causes it to burst into pieces and be destroyed. Each creature within 5 feet of the footman must succeed on a DC 12 Dexterity saving throw or take 5 (2d4) bludgeoning damage.

Actions

Multiattack. The footman makes two Shortsword attacks.

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) slashing damage plus 4 (1d8) cold damage or fire damage (the footman's choice). If the target is within a fey court or castle, the target must succeed on a DC 12 Charisma saving throw or become invisible, silent, and paralyzed for 1 minute, while an illusory version of the target under the footman's control remains visible and audible. The illusion shouts to the target's allies for a retreat or similar action. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself and destroying the illusory double on a success.

Mordant Snare

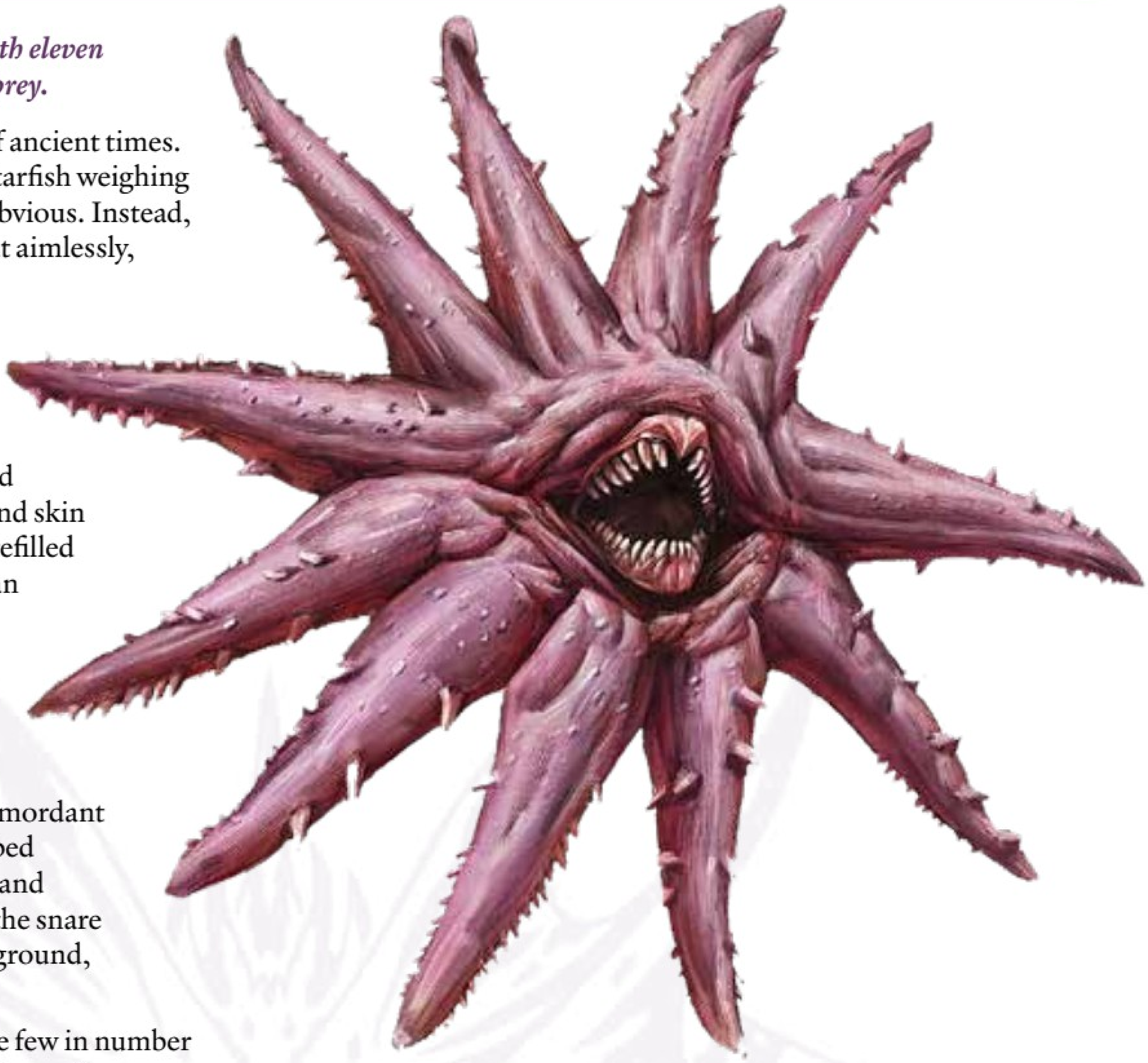
The ground rumbles and a gigantic starfish with eleven arms rises from the earth, grasping at nearby prey.

Mordant snares were created by war mages of ancient times. Each resembles an immense, eleven-armed starfish weighing eight tons, and yet a mordant snare is never obvious. Instead, it controls a dozen humanoids shuffling about aimlessly, paying little attention to their surroundings.

Starfish Puppet Masters. Snares bury themselves under loose soil to attack creatures walking above them. After killing a humanoid, they inject acid into the victim's body that liquefies organs and muscle while leaving the skeleton, tendons, and skin intact. With the body thus hollowed out and refilled with acid and filaments, the mordant snare can control it from below like a puppet.

Brains Preferred. The mordant snare prefers intelligent food and hunts until an area is empty of sustenance. A village can suffer tremendous losses or even be wiped out before discovering the cause. However, a mordant snare is intelligent enough to know that escaped victims may come back with friends, shovels, and weapons, ready for battle. When this occurs, the snare abandons its puppets, burrows deeper underground, and seeks a new home.

Cooperative Killers. Mordant snares are few in number and cannot reproduce. Since the secret of their creation was lost long ago, eventually they will disappear. Until then, they cooperate with each other when in the same areas, using puppets to lure victims to one another.



Mordant Snare

Gargantuan Aberration, Chaotic Evil

Armor Class 18 (natural armor)

Hit Points 248 (16d20 + 80)

Speed 10 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	16 (+3)	21 (+5)	15 (+2)	14 (+2)	6 (−2)

Skills Deception +8

Damage Resistances bludgeoning from nonmagical attacks

Damage Immunities acid

Condition Immunities prone

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 12

Languages Common, Primordial, telepathy 60 ft.

Challenge 15 (13,000 XP) **Proficiency Bonus** +5

Magic Resistance. The mordant snare has advantage on saving throws against spells and other magical effects.

Mordant Puppets. A mordant snare can spend 8 hours draining a dead Humanoid of its fluids and internal organs, replacing them with the snare's acid and filaments. The Humanoid's body then becomes a puppet controlled by the snare. Mordant puppets share a telepathic link with the snare, and each puppet uses the statistics of a zombie. The puppets can't move more than 30 feet away from the snare. The mordant snare can have no more than twelve puppets under its control at one time.

When a puppet is destroyed, each creature within 5 feet of the puppet must succeed on a DC 18 Dexterity saving throw or take 9 (2d8) acid damage. If the mordant snare dies, all puppets it controls immediately crumble into desiccated husks as the animating acid and filaments leave them.

Actions

Multiattack. The mordant snare makes one Bite attack and four Tentacle attacks, or it makes four Acid Spike attacks.

Bite. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage plus 18 (4d8) acid damage.

Tentacle. *Melee Weapon Attack:* +11 to hit, reach 20 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage, and the target is grappled (escape DC 18) if it is a Large or smaller creature. The mordant snare has eleven tentacles, each of which can grapple only one target.

Acid Spike. *Ranged Weapon Attack:* +8 to hit, range 30/120 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage plus 13 (3d8) acid damage.

Hidden Trap. While underground, the mordant snare covers itself in dirt, sand, or other material and lurks just below the surface. The mordant snare is indistinguishable from the ground around it while motionless and covered in this way. When a creature enters the mordant snare's space, the snare can make one Tentacle attack against the creature as a reaction, removing the covering material.

Morphoi

This blue-skinned humanoid wields a trident and has an unusual face with vertical eyes but no mouth or nose.

Shapeshifter Plants. Morphoi are shape-shifting plant creatures indigenous to many islands. In their natural forms, the morphoi are androgynous beings between 5 and 6 feet tall. Their elliptical heads have pairs of eyes on both front and back. When harmed, they bleed a dark red sap. As plants, the morphoi don't need to eat. Instead, they gather nutrients from the sun and air. When posing as humanoids, they consume small amounts of food to aid their disguise, but since they have no internal digestive system, the food is just stored inside their bodies until they can spit it out.

Ship Travel. Morphoi live in island communities and in nearby waters, traveling by ship. They harbor a powerful animosity toward intelligent animal life, and their disguised agents are behind many otherwise inexplicable acts of sabotage and murder in coastal areas. Unlike doppelgangers, morphoi can't mimic specific individuals or read thoughts. Instead, they create intriguing backgrounds to go along with their disguises.

Four Eyes Always. No matter what form they shift into, morphoi always have four eyes, never two. They can relocate their eyes to anywhere on their bodies, however, and they try to keep the second pair of eyes on the back of the head or neck (concealed by long hair or a tall collar), or the backs of the hands (under gloves but useful to peer around corners).

Morphoi

Medium Plant (Shapechanger), Chaotic Evil

Armor Class 13

Hit Points 33 (6d8 + 6)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	13 (+1)	14 (+2)	10 (+0)	15 (+2)

Senses darkvision 60 ft., passive Perception 10

Languages Common

Challenge 1/2 (100 XP) **Proficiency Bonus** +2

Amphibious. The morphoi can breathe air and water.

Actions

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage.

Trident. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, or 6 (1d8 + 2) piercing damage if used with two hands to make a melee attack.

Shortbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Bonus Actions

Change Shape. The morphoi transforms into a Medium Humanoid or back into its true form, which is a Plant. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form when it dies.

Morphoi in Midgard

Morphoi in Midgard serve and venerate Mnemosyne, the goddess of memory. They willingly give their lives to protect her, her handmaidens, and her followers. Because of Mnemosyne's influence over time as well as memory, morphoi in Midgard have been blessed by their goddess with immunity to magic that manipulates time, including spells that age the morphoi or spells such as *haste* or *slow*.

Moss Lurker

Somewhat like the cruel crossbreed of troll and gnome, this creature has a long, greenish beard and hair. Its hide is peaty amber, and a vaguely fungal scent surrounds it.

Like their trollish relatives, moss lurkers have large, often grotesque noses. Their claws are bright red when unsheathed, and their teeth tend toward the long and snaggly. They wear simple clothes of homespun wool or leather, or go naked in the summer. Their hats are sometimes festooned with toadstools or ferns as primitive camouflage.

Large Rocks and Poisoned Gifts. Moss lurkers have a fondness for throwing large stones at enemies. Some stones even seem too large for the lurker to heft. They also enjoy poisoning food and drink then offering it to creatures lost in the forest.

Moss Lurker

Small Humanoid, Chaotic Neutral

Armor Class 15 (natural armor)

Hit Points 45 (10d6 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	12 (+1)	12 (+1)	10 (+0)	10 (+0)

Saving Throws Str +4, Dex +4

Skills Perception +2, Stealth +4

Damage Immunities poison

Condition Immunities poisoned

Senses blindsight 60 ft., passive Perception 12

Languages Giant, Sylvan, Trollkin

Challenge 1 (200 XP) **Proficiency Bonus** +2

Forest Camouflage. A moss lurker has advantage on Dexterity (Stealth) checks made to hide in forested terrain.

Keen Hearing and Smell. The moss lurker has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Poisoned Gifts. A moss lurker can spend 1 minute stirring one of its red claws in a drink or cooked meal, contaminating the food or drink. A creature that eats or drinks the contaminated food or drink must succeed on a DC 12 Constitution saving throw or be poisoned for 1 hour. A creature that fails this saving throw by 5 or more is also unconscious while poisoned in this way. The creature wakes up if it takes damage or if another creature takes an action to shake it awake.

Actions

Poisoned Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage plus 7 (2d6) poison damage, and the target must succeed on a DC 12 Constitution saving throw or be poisoned until the end of its next turn.

Throw Stone. *Ranged Weapon Attack:* +4 to hit, range 20/60 ft., one target. *Hit:* 7 (2d4 + 2) bludgeoning damage. If the target is at least 10 feet below the moss lurker, such as at the base of a cliff where the moss lurker stands, the target must succeed on a DC 12 Strength saving throw or take 1d4 bludgeoning damage for every 10 feet the rock fell before hitting the target, to a maximum of 10d4.

Mummy, Venomous

This shambling corpse warrior is draped in stained linen wrappings. Green liquid drips from rents in the fabric.

Servant of the Scorpion Goddess. These mummies are crafted by the faithful of a goddess of poison and scorpions to guard holy sites and tombs and to serve as agents of the goddess's retribution. Should the goddess's faithful feel themselves slighted by an individual or a community, they perform dangerous rituals to awaken these creatures from the crypts of her temples. Venomous mummies delight in wreaking deadly vengeance against those who disrespect the goddess.

Death to Blasphemers. In most cases, retribution is limited to people who actually undertook acts of blasphemy. However, if the priests determine that an entire community has grown heretical, they may set mummies loose against the entire populace.

Deadly Smoke. Though fire destroys many undead, burning a venomous mummy releases a toxic smoke.

Venomous Mummy

Medium Undead, Lawful Evil

Armor Class 11 (natural armor)

Hit Points 58 (9d8 + 18)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (−1)	15 (+2)	7 (−2)	10 (+0)	14 (+2)

Saving Throws Wis +2

Damage Vulnerabilities fire

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages the languages it knew in life

Challenge 3 (700 XP) **Proficiency Bonus** +2

Toxic Smoke. If the venomous mummy takes fire damage, each creature within 10 feet of it must make a DC 12 Constitution saving throw as its venom-soaked wraps emit a poisonous smoke. On a failure, a creature takes 7 (2d6) poison damage and is poisoned until the end of its next turn. On a success, a creature takes half the damage and isn't poisoned. The smoke fills a 10-foot-radius sphere centered on the mummy. The sphere spreads around corners, and its area is lightly obscured. It lasts until the end of the mummy's next turn. A creature that enters the cloud for the first time on a turn or starts its turn there is poisoned until the end of its next turn.

Venom-Soaked Wraps. A creature that touches the mummy or hits it with a melee attack while within 5 feet of it takes 3 (1d6) poison damage.

Undead Nature. The venomous mummy doesn't require air, food, drink, or sleep.

Actions

Venomous Fist. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage plus 10 (3d6) poison damage. If the target is a creature, it must succeed on a DC 12 Constitution saving throw or be cursed. Every 24 hours that elapse, the cursed target must succeed on a DC 12 Constitution saving throw or take 7 (2d6) poison damage, and its hp maximum is reduced by that amount. This reduction lasts until the target finishes a long rest after the curse is removed. The target dies if this effect reduces its hp maximum to 0. The curse lasts until removed by the *remove curse* spell or similar magic.

Myconid, Deathcap

This fungal creature's head extends up and out in an orange and red cap with white spots. A vicious-looking fanged maw dominates its face.

Mushroom Farmers. These sentient mushroom folk tend the forests of fungi in the underworld and are allies of the darakhul (see page 202). Despite their ominous name, deathcap myconids are chiefly farmers. They cultivate dozens of species of mushrooms anywhere they have water, dung, and a bit of earth or slime in the underworld deeps. For this reason, other races rarely attack them. The ghouls do not eat them, and they cannot be made into darakhul.

Toxic Spores. Although deathcaps are mostly peaceful, their spores are toxic and sleep-inducing. They make excellent allies in combat because their abilities tend to punish attackers, but they aren't especially lethal on their own. They use their poison and slumber spores to full effect against living creatures and typically flee from constructs and undead. They count on their allies to fend off the most powerful foes.

Clones. Deathcap myconids live in communal groups of related clones. They reproduce asexually, and an elder and its offspring can be nearly identical in all but age. These clone groups are called deathcap rings. Myconids build no huts or towns, but their groups are defined by their crops and general appearance. Indeed, many sages claim that the deathcaps are merely the fruiting, mobile bodies of the forests they tend, which is why they fight so ferociously to defend their forests of giant fungi.

Deathcap Myconid

Medium Plant, Neutral Evil

Armor Class 15 (natural armor)

Hit Points 90 (12d8 + 36)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	16 (+3)	10 (+0)	11 (+0)	9 (−1)

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Sunlight Hypersensitivity. The deathcap takes 10 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

Actions

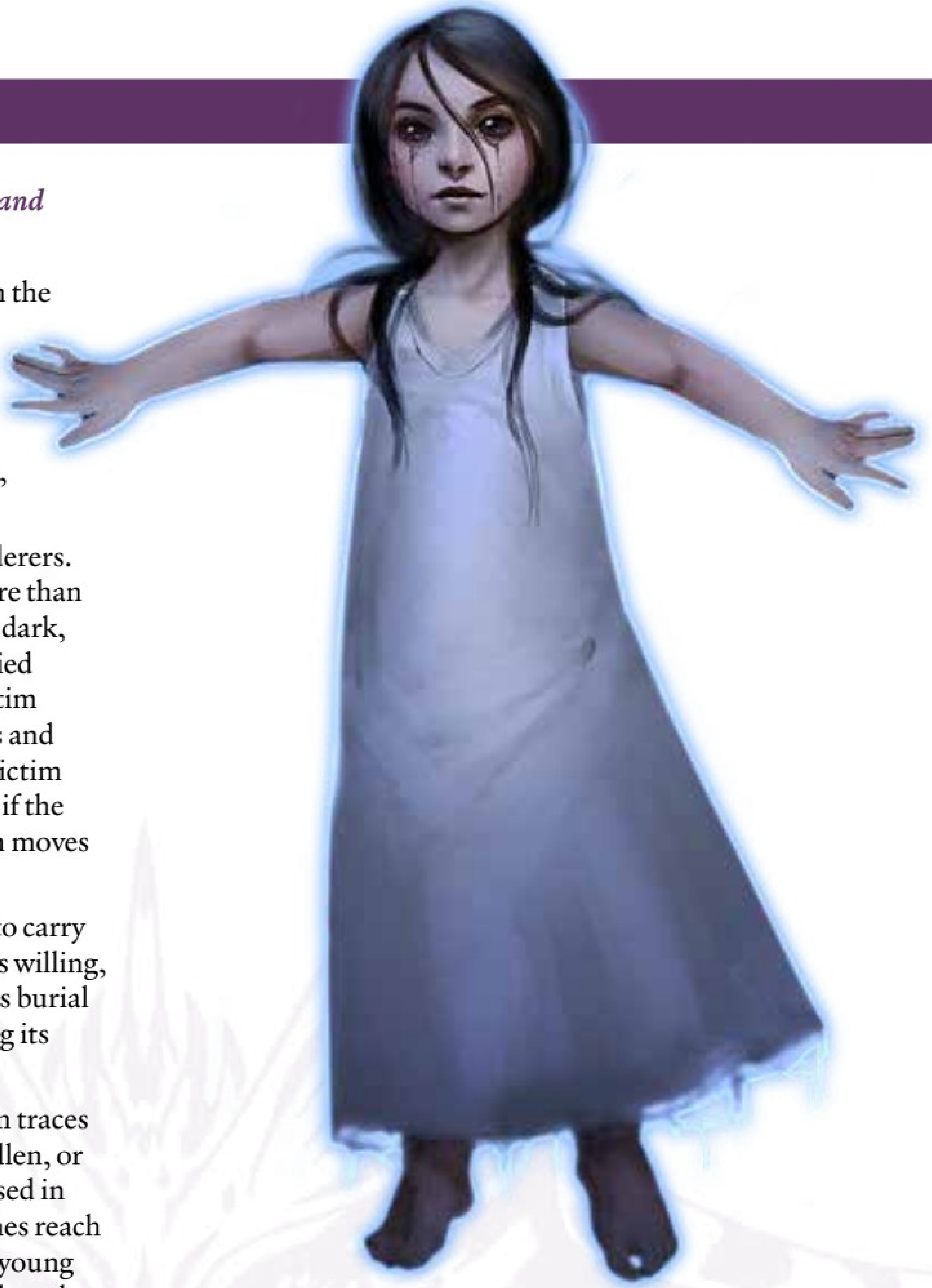
Multiattack. The myconid can use its Eject Spores. It then makes two Spore-Coated Fist attacks.

Spore-Coated Fist. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage plus 10 (3d6) poison damage.

Eject Spores. The myconid ejects one of the following types of spores at one creature it can see within 15 feet of it.

- **Deathcap Spores.** The target must succeed on a DC 13 Constitution saving throw or be poisoned for 1 minute. It can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
- **Slumber Spores.** The target must succeed on a DC 13 Constitution saving throw or fall unconscious for 1 minute. The target wakes up if it takes damage or if another creature takes an action to shake it awake.

Myling



Dressed in rags, this small humanoid has cold, blue skin and large, black eyes.

Mylings are the souls of the unburied, those who died in the forest from abandonment or exposure and can find no peace until their bodies are properly interred. Given the circumstances around their deaths, mylings tend to be solitary, haunting the places where they died. When some tragedy ended in multiple deaths, the resulting mylings stay together and hunt as a pack.

Attack in a Rage. Mylings prefer to attack lone wanderers. They target a group when desperate or when there's more than one myling in the pack. They shadow a target until after dark, then jump onto the target's back and demand to be carried to their chosen burial ground. They cling tightly to a victim with arms and legs locked around the victim's shoulders and midsection, begging, threatening, and biting until the victim gives in to their demands. Mylings bite victims to death if the victim is unable or unwilling to carry them, or if a victim moves too slowly.

Ungrateful Rest. While all mylings seek a creature to carry them to their final resting place, even when a "mount" is willing, the creature's body grows immensely heavy as it nears its burial place. Once there, the myling sinks into the earth, taking its bearer with it.

Urchin Rhymes and Songs. Some mylings maintain traces of the personalities they had while alive— charming, sullen, or sadistic—and can speak touchingly and piteously. Dressed in ragged clothing, their skin blue with cold, they sometimes reach victims who believe they are helping an injured child or young adult. They hide their faces and sing innocent rhymes when they aren't screeching in fury, for they know that their dead eyes and cold blue skin cause fright and alarm.

Myling

Small Undead, Chaotic Evil

Armor Class 13 (natural armor)

Hit Points 45 (10d6 + 10)

Speed 30 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	12 (+1)	10 (+0)	12 (+1)	10 (+0)

Skills Stealth +5

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

Damage Immunities necrotic, poison

Condition Immunities charmed, frightened, poisoned, stunned, unconscious

Senses darkvision 60 ft., passive Perception 11

Languages the languages it knew in life

Challenge 2 (450 XP) **Proficiency Bonus** +2

Enfeebling Attacks. Each time the myling deals necrotic damage to a creature that is below half its hp maximum, the target's Strength score is reduced by 1d4. The target dies if this reduces its Strength to 0. Otherwise, the reduction lasts until the target finishes a short or long rest.

Undead Nature. The myling doesn't require air, food, drink, or sleep.

Actions

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage plus 7 (2d6) necrotic damage, and the target must succeed on a DC 13 Dexterity saving throw or the myling attaches to it. While attached, the myling sinks its teeth into the target and can't attack, and at the start of each of the myling's turns, the target takes 17 (5d6) necrotic damage.

The attached myling moves with the target whenever the target moves, requiring none of the myling's movement. It can detach itself by spending 5 feet of its movement on its turn. A creature, including the target, can use its action to detach the myling by succeeding on a DC 13 Strength check.

Bonus Actions

Bury Alive (Recharge 6). The creature to which the myling is attached is knocked prone, dragged into the ground, and buried just below the surface, ending the attachment. The buried creature is restrained and unable to breathe or stand up. A creature, including the buried creature, can take its action to free the buried creature by succeeding on a DC 13 Strength check.

Naina

This draconic creature is plumed and scaled in glittering, multicolored hues.

Dragons in Human Form. These minor dragons can take the shape of wise, old, human women. They retain full use of their sorcerous powers in their humanoid forms, and they can retain that form indefinitely.

Difficult to Spot. A naina shapeshifted into human form is nearly impossible to spot as anything but human unless she makes a mistake that gives away her true nature. This seldom happens. Draconic roars, a flash of scales, a fondness for raw meat, and a flash of wrathful dragon breath are the most common tells.

Hunted by Rumor. When rumors of a naina circulate, any woman who is a stranger may be persecuted, ostracized, or even tortured unless she can prove that she's entirely human.

Naina

Large Dragon (Shapechanger), Lawful Evil

Armor Class 17 (natural armor)

Hit Points 231 (22d10 + 110)

Speed 40 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	21 (+5)	15 (+2)	18 (+4)	18 (+4)

Saving Throws Dex +7, Con +9, Wis +8, Cha +8

Skills Deception +8, Insight +8, Perception +8, Persuasion +8

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities paralyzed, poisoned, unconscious

Senses darkvision 60 ft., passive Perception 18

Languages Common, Draconic, Sylvan

Challenge 11 (7,200 XP) **Proficiency Bonus** +4

Sense Magic. The naina senses magic within 120 feet of her at will. This trait otherwise works like the *detect magic* spell but isn't itself magical.

Actions

Multiattack. The naina makes one Bite attack and two Claw attacks, or she makes three Slam attacks.

Bite (True Form Only). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 24 (3d12 + 5) piercing damage.

Claw (True Form Only). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 24 (3d12 + 5) slashing damage.

Slam (Humanoid Form Only). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 23 (4d8 + 5) bludgeoning damage.

Breath Weapons (Recharge 5–6, True Form Only). The naina uses one of the following breath weapons:

- **Poison Breath.** The naina exhales poison breath in a 60-foot cone. Each creature in the area must make a DC 17 Constitution saving throw. On a failure, a creature takes 40 (9d8) poison damage and is poisoned for 1 minute. On a success, a creature takes half the damage and isn't poisoned. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
- **Paralysis Breath.** The naina exhales paralyzing breath in a 30-foot cone. Each creature in that area must succeed on a DC 17 Constitution saving throw or be paralyzed for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
- **Sleep Breath.** The naina exhales sleep gas around it. Each creature within 20 feet of the naina must succeed on a DC 17 Constitution saving throw or fall unconscious for 10 minutes. This effect ends for a creature if the creature takes damage or another creature uses an action to wake it.

Spellcasting. The naina casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 16):

At will: *charm person*, *dancing lights*, *silent image*

3/day each: *dispel magic*, *hypnotic pattern*, *invisibility*

1/day each: *dimension door*, *dominate person*

Bonus Actions

Change Shape. The naina transforms into a Medium Humanoid or back into her true form, which is a Dragon. Her statistics, other than her size, are the same in each form. Any equipment she is wearing or carrying isn't transformed. It reverts to its true from if she dies.

Necrohydra

Five snaking necks sprout from this decayed, draconic body. However, instead of reptilian heads, each neck ends in a humanoid head.

Necrohydras are created by powerful, evil necromancers and often used as guardians or placed at the vanguard of an undead army to strike fear and despair into the enemy. The wordless, heart-wrenching dirge the creature produces can drain all hope from listeners. The necrohydra can speak, though the few words it croaks out are usually only in response to questions by its master.

Familiar Heads. Sometimes a necrohydra is created as an instrument of revenge or a tool to further damage the morale of a necromancer's enemies. In these instances, the necromancer uses the heads of humanoids that are familiar to those that will face the necrohydra—heroes, beloved leaders or officers, loved ones, or close allies. A necromancer may coach the necrohydra to say certain mocking phrases to strike at the hearts of the necromancer's enemies.

Necrohydra

Huge Undead, Neutral Evil

Armor Class 13 (natural armor)

Hit Points 207 (18d12 + 90)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	6 (−2)	20 (+5)	3 (−4)	10 (+0)	7 (−2)

Saving Throws Wis +4

Skills Perception +8

Damage Resistances necrotic

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 18

Languages the languages its heads knew in life

Challenge 9 (5,000 XP) **Proficiency Bonus** +4

Multiple Heads. The necrohydra has five fleshy heads. While it has more than one head, the necrohydra has advantage on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious. Whenever the necrohydra takes 25 or more damage in a single turn, one of its fleshy heads dies. If all its fleshy heads die, the necrohydra can't use Unnerving Faces and can't use or maintain Dreadful Dirge.

At the end of its turn, it grows two skeletal heads for each of its fleshy heads that died since its last turn, unless it has taken radiant damage since its last turn. The necrohydra regains 10 hp for each skeletal head regrown in this way.

Reactive Heads. For each head the necrohydra has beyond one, it gets an extra reaction that can be used only for opportunity attacks.

Undead Nature. The necrohydra doesn't require air, food, drink, or sleep.

Actions

Multiattack. The necrohydra makes as many Bite attacks as it has heads.

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 7 (1d4 + 5) piercing damage plus 4 (1d8) necrotic damage.

Dreadful Dirge. The necrohydra's heads emit a cacophonous, moaning wail. Each creature that isn't a Construct or Undead within 30 feet of the necrohydra that can hear the wail must succeed on a DC 17 Wisdom saving throw or be frightened until the wail ends. The necrohydra must take a bonus action on its subsequent turns to continue wailing. It can stop wailing at any time. The wail ends if the necrohydra is incapacitated. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Necrotic Bile (Recharge 6). The necrohydra spews rotten bile soaked in necrotic energy in a 30-foot cone. Each creature in that area must make a DC 17 Dexterity saving throw, taking 21 (6d6) poison damage and 18 (4d8) necrotic damage on a failed save, or half as much damage on a successful one.

Nichny

These ancient creatures resemble nothing so much as black cats dressed in sumptuous, archaic, clothing.

Xenophobic. The nichny are highly xenophobic and gleefully carnivorous fey who dwell in deep, primeval forests.

True and False Prophets. Nichny have oracular powers, but they rarely share their prophecies with outsiders. Their prophecies are always delivered in triples, and legend holds that two inevitably prove true and one proves false.

Answer Three Questions. One final legend claims that if a nichny can be bound with gold or orichalcum chains, it must answer three questions. As with their prophecies, two answers will be true and one will be a lie. All three questions must be posed before any will be answered. When the third answer is given, the nichny and the chains disappear.

Nichny

Medium Fey, Neutral Evil

Armor Class 17 (natural armor)

Hit Points 127 (17d8 + 51)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	19 (+4)	17 (+3)	18 (+4)	18 (+4)	19 (+4)

Saving Throws Dex +7

Skills Acrobatics +7, Insight +7, Perception +7, Stealth +7

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

Damage Immunities poison

Condition Immunities charmed, frightened, paralyzed, poisoned, unconscious

Senses darkvision 60 ft., passive Perception 17

Languages Elvish, Primordial, Sylvan, Void Speech

Challenge 6 (2,300 XP

Proficiency Bonus +3

Aura of Luck. The nichny is surrounded by an aura that manipulates the luck of those near the nichny. Each friendly creature, other than the nichny, within 10 feet of the nichny has a +1 bonus to attack rolls and saving throws. Each hostile creature that starts its turn within 10 feet of the nichny must succeed on a DC 15 Wisdom saving throw or have disadvantage on attack rolls and saving throws until the end of its turn.

Magic Resistance. The nichny has advantage on saving throws against spells and other magical effects.

Soothsaying (1/Day). The nichny can spend 1 minute conversing with a creature it can see within 30 feet of it. During this time, the creature can ask up to three questions about the past, present, or future. At the end of the minute, the nichny then offers two truthful answers and one false answer, each in the form of a paradox, riddle, or cryptic rhyme.

Actions

Multiattack. The nichny makes two Claw or Luck-Stealing Bolt attacks.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage plus 9 (2d8) force damage.

Luck-Stealing Bolt. *Ranged Spell Attack:* +7 to hit, range 60 ft., one target. *Hit:* 22 (4d8 + 4) force damage, and the target has disadvantage on ability checks and attack rolls until the end of its next turn.

Create Lucky Stone. The nichny magically imbues a small stone with good luck. A creature, other than the nichny, wearing or carrying the stone has a +1 bonus to saving throws. The nichny can have no more than three such stones actively imbued at a time. If it imbues a fourth, the effect on the oldest imbued stone ends. The nichny can end the magic on any of the stones at any time (no action required).

Teleport (Recharge 6). The nichny magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

Nichny in Midgard

Known as dolia ("fate speakers") in Old Elvish, elven legend says the nichny welcomed the first elves to Midgard. They also gifted the first Emperor of the Elves with three prophecies: humans would cause a great schism and estrangement among the elves, forcing them to flee Midgard; an elfmarked child would be the doom of all elvenkind; and a third prophecy so horrific that the elves erased it with powerful magic.

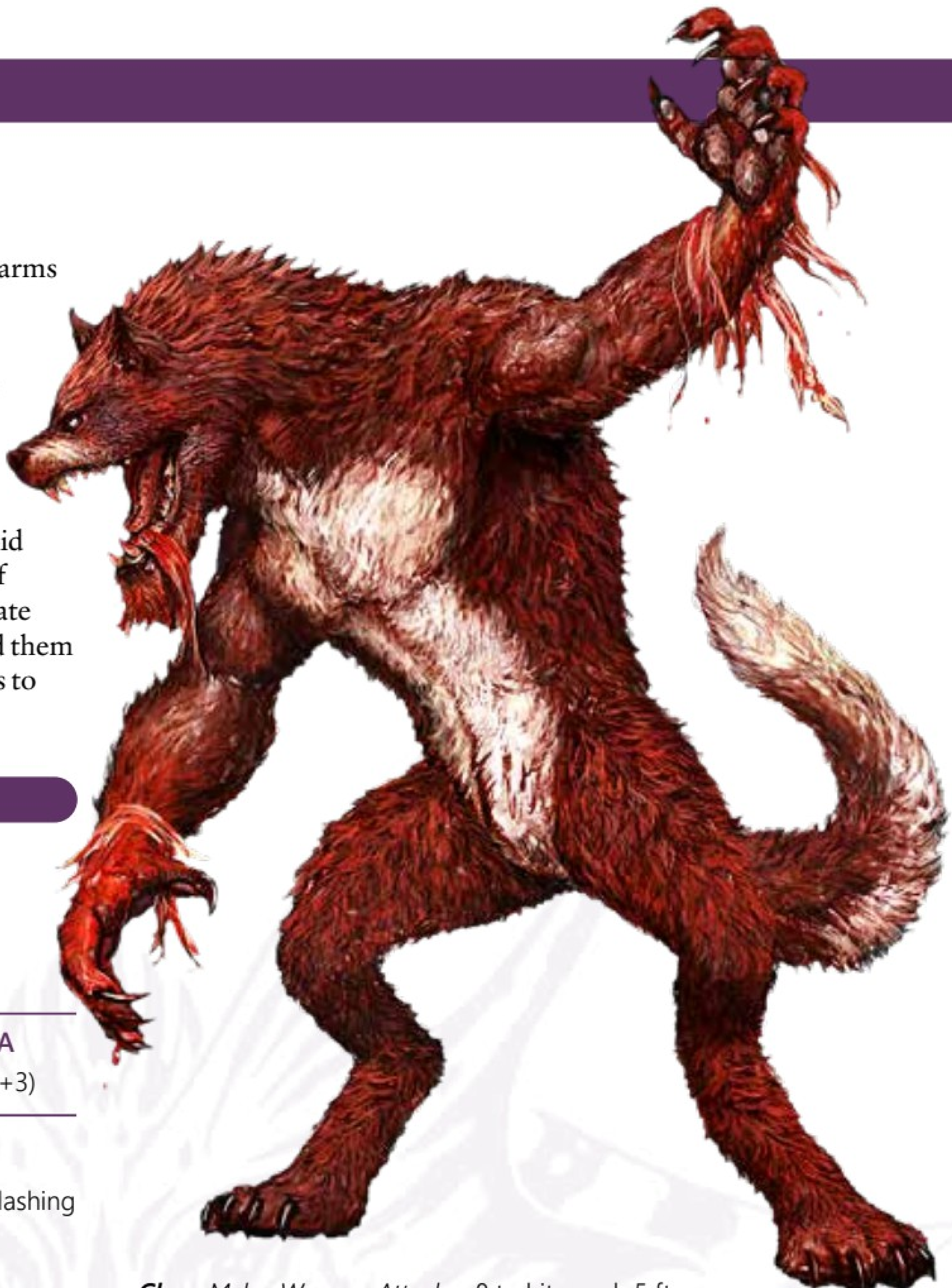
Nightgarm

This red-furred lupine creature has a too-wide mouth and blood-soaked claws.

Created in a ritual performed over a pregnant worg, nightgarms are always born female and are followers of the Great Wolf.

Wide-Jawed Lupines. Nightgarms resemble red-furred worgs with wide mouths, half-formed fingers, and comfort with bipedal and quadrupedal movement. They can hold items in their front paws, and their jaws can open to swallow especially large creatures.

Mother of Falsehearts. If a nightgarm eats a humanoid corpse whole, it gives birth nine hours later to a duplicate of the victim, known as a falseheart (see the Falseheart Template sidebar). Falsehearts are loyal to the nightgarm that birthed them and retain enough of the victim's memories and capabilities to integrate into society as the victim.



Nightgarm

Large Monstrosity, Chaotic Evil

Armor Class 15 (natural armor)

Hit Points 152 (16d10 + 64)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	18 (+4)	10 (+0)	15 (+2)	16 (+3)

Skills Perception +5, Stealth +5

Damage Vulnerabilities radiant; bludgeoning, piercing, and slashing from nonmagical attacks made with silvered weapons

Damage Resistances lightning, thunder

Senses darkvision 60 ft., passive Perception 15

Languages Common, Giant, Goblin, telepathy 60 ft.

Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Telepathic Bond. The nightgarm ignores the range restriction on its telepathy when communicating with a falseheart it has birthed. The nightgarm and its falseheart don't need to be on the same plane of existence.

Actions

Multiattack. The nightgarm makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage. If the target is a Medium or smaller creature, it must succeed on a DC 15 Strength saving throw or be swallowed. A swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside the nightgarm, and it takes 10 (3d6) acid damage at the start of each of the nightgarm's turns. The nightgarm can have only one creature swallowed at a time.

If the nightgarm takes 20 damage or more on a single turn from the swallowed creature, the nightgarm must succeed on a DC 14 Constitution saving throw at the end of that turn or regurgitate the creature, which falls prone in a space within 5 feet of the nightgarm. If the nightgarm dies, a swallowed creature is no longer restrained by her and can escape from the corpse by using 10 feet of movement, exiting prone.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Lupine Howl (1/Day). The nightgarm magically calls 2d4 wolves or 2 dire wolves. The wolves arrive in 1d4 rounds, acting as allies of the nightgarm and obeying her telepathic commands. The wolves remain for 1 hour, until the nightgarm dies, or until the nightgarm dismisses them as a bonus action.

Falseheart Template

The corpse of any Humanoid can become a falseheart if eaten whole by a nightgarm. When a Humanoid becomes a falseheart, it retains its statistics, except as described below.

Type. The Humanoid's type changes to Monstrosity.

Alignment. The falseheart's alignment changes to chaotic evil.

Damage Vulnerabilities. The falseheart is vulnerable to radiant damage.

New Trait: Convincing Copy. A creature very familiar with the Humanoid the falseheart replaced can tell the falseheart is an imitation with a successful DC 20 Wisdom (Insight) check.

New Trait: Keen Smell. The falseheart has advantage on Wisdom (Perception) checks that rely on smell.

New Trait: Mother's Love. The falseheart is magically bound to the nightgarm that birthed it, following the nightgarm's telepathic commands.

Nkosi

With a thick mane of beaded locks, this leonine humanoid grins with a mouthful of pointed teeth.

Beads and Braids. The nkosi resemble bestial humans with cat's eyes, slender tails, and the fangs and fur of a lion. Most grow their hair long, braiding colorful beads into their locks to mark important events in their lives. Although the nkosi's true form is that of a feline humanoid with leonine features, the most striking feature of the nkosi is their ability to change their shape, taking the form of a lion.

Pridelords. Nkosi pridelords are exceptionally tall and muscular leaders. They keep impressive manes, but they are known for their roar, which wakes the feral heart inside all nkosi.

Nkosi

Medium Humanoid (Nkosi, Shapechanger), Lawful Neutral

Armor Class 15 (studded leather) in Humanoid form

Hit Points 27 (5d8 + 5)

Speed 30 ft. (50 ft. in lion form)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	12 (+1)	10 (+0)	10 (+0)	8 (−1)

Skills Survival +2

Senses darkvision 60 ft., passive Perception 10

Languages Common (can't speak in lion form)

Challenge 1/2 (100 XP) **Proficiency Bonus** +2

Keen Smell. The nkosi has advantage on Wisdom (Perception) checks that rely on smell.

Pounce. If the nkosi moves at least 20 feet straight toward a creature and then hits it with a Mambele attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the nkosi can make one Bite attack against it as a bonus action.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Mambele (Humanoid Form Only). *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Bonus Actions

Change Shape. The nkosi transforms into a Large lion or back into its true form, which is Humanoid. Its statistics, other than its size, speed, and AC, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Nkosi Pridelord

Medium Humanoid (Nkosi, Shapechanger), Lawful Neutral

Armor Class 16 (studded leather) in Humanoid form

Hit Points 82 (15d8 + 15)

Speed 30 ft. (50 ft. in lion form)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	12 (+1)	10 (+0)	10 (+0)	14 (+2)

Skills Survival +2

Senses darkvision 60 ft., passive Perception 10

Languages Common (can't speak in lion form)

Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Brute. A melee weapon deals one extra die of its damage when the pridelord hits with it (included in the attack).

Keen Smell. As the nkosi.

Pounce. As the nkosi, except the save DC is 14.

Actions

Multiattack. The pridelord makes three Bite or Mambele attacks. It can replace one attack with a use of Pridelord's Roar, if available.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

Mambele (Humanoid Form Only). *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage or 11 (2d6 + 4) piercing damage if used to make a melee attack.

Pridelord's Roar (Recharge 4–6). Each nkosi of the pridelord's choice within 30 feet of it that can hear it has advantage on the next attack roll it makes before the start of the pridelord's next turn.

Bonus Actions

Change Shape. As the nkosi.

Noctiny

A grinning man brandishes a staff surmounted by a rune-covered skull. Blasphemous sigils adorn his clothes, and ashes stain his skin a sickly gray.

Noctiny are humanoids corrupted by fell power. Their skin is sallow and gaunt even before they smear it with ash, bone dust, and worse materials to wash all living color from their bodies. The noctiny embrace all manner of blasphemous and taboo behaviors to please their masters.

Pyramid of Power. The noctiny's lust for power drives them away from decency and reason. They are initiates who form the lowest rung of fext (see page 171) society. They swear themselves into service to the undead fext as thugs, servants, acolytes, and cannon fodder, and in exchange draw a trickle of power for themselves.

A Race Apart. Though they arise from any humanoid stock, the noctiny are corrupted by the powers they serve, changing them. Noctiny retain the cosmetic traits that identify their original race if one looks hard enough, but any connection they once had to their fellows is overpowered by their transformation into noctiny.

Noctiny

Medium Humanoid (Noctiny), Neutral Evil

Armor Class 13 (studded leather)

Hit Points 52 (8d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	14 (+2)	10 (+0)	11 (+0)	16 (+3)

Condition Immunities frightened

Senses passive Perception 10

Languages Common

Challenge 2 (450 XP) **Proficiency Bonus** +2

Eldritch Weapons. The noctiny's weapon attacks are magical. When the noctiny hits with any weapon, the weapon deals an extra 1d6 force damage (included in the attack).

Magic Resistance. The noctiny has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The noctiny makes two Quarterstaff or Eldritch Fury attacks.

Quarterstaff. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage, or 7 (1d8 + 3) bludgeoning damage if used in two hands, plus 3 (1d6) force damage.

Eldritch Fury. *Ranged Spell Attack:* +5 to hit, range 120 ft., one target. *Hit:* 10 (2d6 + 3) force damage.

Oculo Swarm

This collection of hundreds of eyes floats along, trailing ganglia and dripping caustic fluid that sizzles when it hits the ground.

Failed Experiment. Oculo swarms came about from failed experiments to create living scrying sensors. Once set loose, these horrors attain a form of distributed self-awareness. Exactly what motivates them is unknown, except that they are driven to survive.

Flesh Stealers. A weakened oculo swarm can reinvigorate itself by tearing fresh eyes from almost any type of living creature. If a badly depleted oculo swarm escapes from battle, it attacks lone creatures or weak groups until the mass of gore-spattered eyeballs is replenished. The more dismembered eyeballs the swarm contains, the more powerful it becomes.

Single Eye Scouts. The entire swarm sees what any single member sees. Before attacking or even entering a potentially dangerous area, individual eyes scout ahead for prospective victims or dangerous foes. Though harmless and easily destroyed, these lone eyes provide plenty of information to the oculo swarm before perishing.

Oculo Swarm

Large Swarm of Tiny Aberrations, Neutral Evil

Armor Class 15

Hit Points 82 (11d10 + 22)

Speed 5 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	20 (+5)	14 (+2)	8 (−1)	15 (+2)	17 (+3)

Skills Insight +6, Perception +6, Stealth +7

Damage Resistances bludgeoning, piercing, slashing

Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

Senses darkvision 60 ft., passive Perception 16

Languages understands Common but can't speak

Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Hundreds of Eyes. The oculo swarm has advantage on Wisdom (Perception) checks that rely on sight and on saving throws against being blinded. In addition, if the swarm isn't blinded, creatures attacking it can't benefit from traits and features that rely on a creature's allies distracting or surrounding the swarm, such as the Pack Tactics trait or Sneak Attack class feature.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny eyeball. The swarm can't regain hp or gain temporary hp.

Actions

Multiattack. The oculo swarm makes two Extract Eye attacks. If both attacks hit one creature, the target must succeed on a DC 13 Strength saving throw or the swarm removes one of its eyes. While missing half or fewer of its total number of eyes, the target has disadvantage on attack rolls and Wisdom (Perception) checks that rely on sight. While missing more than half its total number of eyes, the target is blinded until its sight is restored. If the target's eye is recovered from the defeated swarm, it can be reattached with a successful DC 12 Wisdom (Medicine) check, provided the eye is reattached within 1 hour of the target losing the eye.

Extract Eye. *Melee Weapon Attack:* +7 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 18 (4d8) piercing damage, or 9 (2d8) piercing damage if the swarm has half of its hp or fewer.

Disorienting Gaze (Recharge 5–6). The swarm's many eyes suddenly turn in different directions. Each creature within 10 feet of the oculo swarm must make a DC 13 Charisma saving throw. On a failure, a creature takes 21 (6d6) psychic damage and is disoriented until the end of its next turn. On a success, a creature takes half the damage and isn't disoriented. A disoriented creature is incapacitated and moves in a random direction when it moves.

Oculo Swarms in Midgard

Bemmean wizards have been known to employ oculo swarms as lie detectors during negotiations. An oculo instinctively reads eye movements, and it can communicate what it sees to the wizard by moving in a specific way or by changing the color of its irises. If negotiations go poorly, the mage gives the swarm permission to add a fresh pair of eyes to its number.

Ogre, Corrupted Chieftain

Spikes adorn the green skin of this large ogre, and it brandishes a nail-studded club.

Twisted by wild magic, fiendish power, or arcane disease, the corrupted chieftain has turned its mutation into an advantage. The corruption within makes this chieftain stronger and more savage than the ogres it bullies and commands.

Changed Form. The power that changed the corrupted chieftain's body caused its skin to toughen and produce dozens of bony spikes. It also caused the chieftain to become stronger, hardier, and more imposing than its ogre kin, solidifying its position as a clan's chieftain.

Powerful Leader. Though the corrupted chieftain remains as tactical as it was before coming into contact with the force that changed it, the power coursing through its veins gives it uncanny sway over other ogres. The chieftain can belt out orders without receiving grumbles and can even imbue a measure of its power into its underlings.

Corrupted Chieftain

Large Giant, Chaotic Evil

Armor Class 17 (natural armor)

Hit Points 133 (14d10 + 56)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	8 (−1)	18 (+4)	5 (−3)	7 (−2)	12 (+1)

Saving Throws Con +7, Cha +4

Senses darkvision 60 ft., passive Perception 8

Languages Common, Giant

Challenge 7 (2,900 XP) **Proficiency Bonus** +3

Magic-Infused Weapons. The power coursing through the corrupted chieftain's veins flows into its weapons. The chieftain's weapon attacks are magical. When the chieftain hits with any weapon, the weapon deals an extra 2d8 force damage (included in the attack).

Spiked Hide. A creature that touches the ogre or hits it with a melee attack while within 5 feet of it takes 5 (2d4) piercing damage.

Actions

Multiattack. The corrupted ogre can use its Chieftain's Command or Chieftain's Might. It then makes two Greatclub or Javelin attacks.

Greatclub. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage plus 9 (2d8) force damage.

Javelin. *Melee or Ranged Weapon Attack:* +9 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 13 (2d6 + 6) piercing damage plus 9 (2d8) force damage.

Chieftain's Command. The corrupted chieftain barks an order to one Giant it can see within 30 feet of it, sharing a measure of its power with the target. The target has advantage on the next attack roll it makes before the start of the chieftain's next turn. In addition, the next attack roll against the target before the start of the chieftain's next turn has disadvantage.

Chieftain's Might. The corrupted chieftain causes its eyes to glow, its muscles to swell, and the ground beneath its feet to rumble. Each creature within 15 feet of the chieftain must succeed on a DC 15 Wisdom saving throw or be frightened until the end of its next turn.

Bonus Actions

Aggressive. The corrupted chieftain moves up to its speed toward a hostile creature it can see.

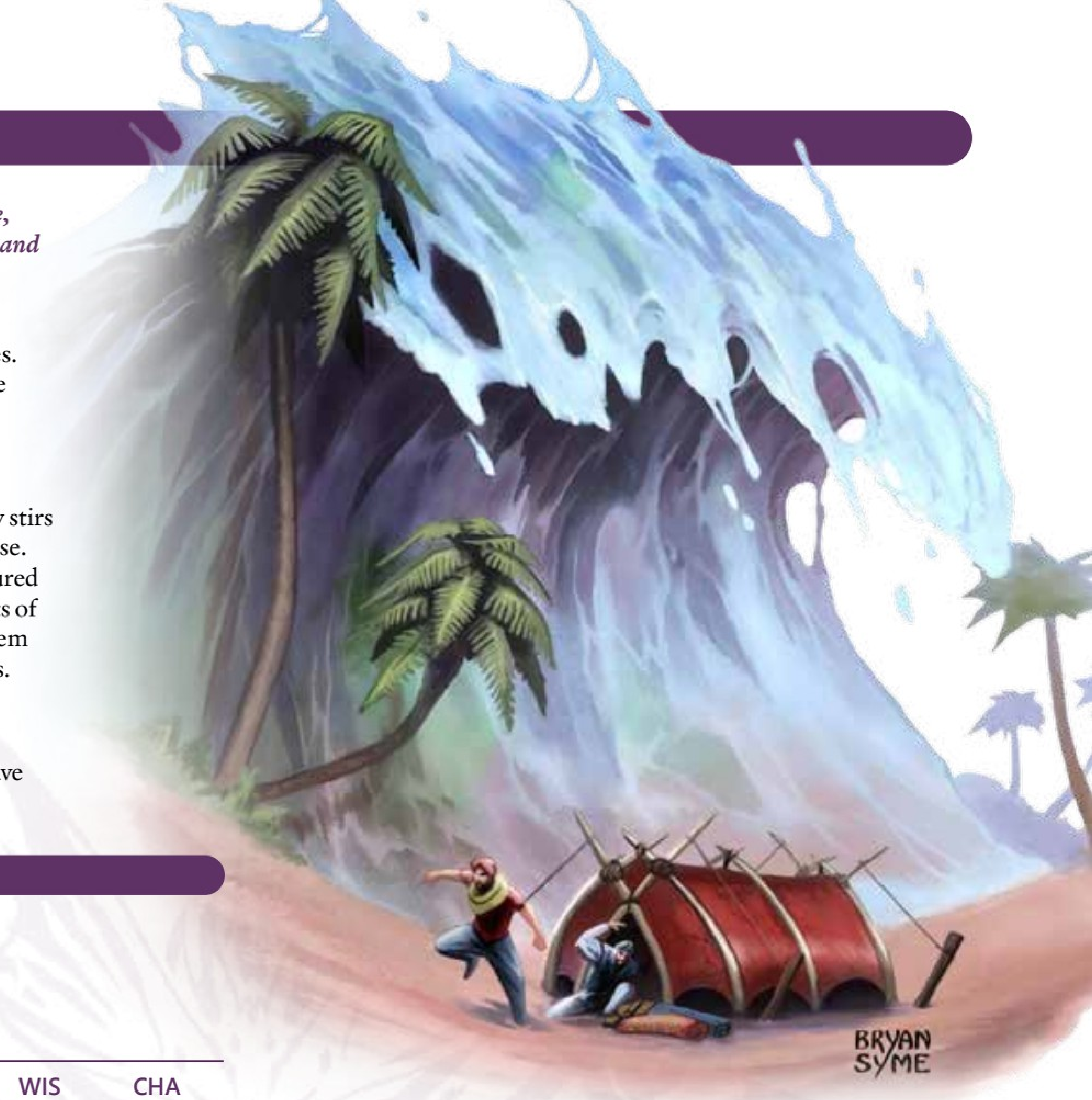
Oozasis

The oasis appears as an idyllic desert respite, offering water, shade, and even edible fruit and nuts in the trees above.

Mockmire. The oozasis, or oasis ooze, is also known as a mockmire in other climates. It mimics a peaceful, pristine watering hole to draw in unsuspecting prey. An oozasis cycles seemingly at random between activity and dormancy.

Quest Givers. Within its odd physiology stirs an ancient mind with an inscrutable purpose. Far from being a mindless sludge, its fractured intelligence occasionally reads the thoughts of visitors. At these times, it tries to coerce them into undertaking quests for cryptic reasons.

Ancient Minds. Some tales claim these creatures preserve the memories of mad wizards from dead empires, or that they have unimaginably ancient, inhuman origins.



Oozasis

Gargantuan Ooze, Unaligned

Armor Class 7

Hit Points 217 (14d20 + 70)

Speed 20 ft., burrow 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	5 (−3)	20 (+5)	8 (−1)	20 (+5)	13 (+1)

Saving Throws Int +3, Wis +9, Cha +5

Skills Deception +5, History +3, Insight +9, Perception +9

Damage Vulnerabilities cold

Damage Resistances fire; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities acid

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone

Senses blindsight 120 ft. (blind beyond this radius), passive Perception 19

Languages understands all languages but can't speak, telepathy 120 ft.

Challenge 9 (5,000 XP) **Proficiency Bonus** +4

Amorphous. The oozasis can move through a space as narrow as 1 foot wide without squeezing.

Oasis Appearance. While the oozasis remains motionless and partially submerged on the surface of sand or soil, it is indistinguishable from a small oasis or pond. The oozasis's body provides enough water for plants to grow around it, provided the oozasis remains in the area for an extended period of time. A creature that eats a fruit from a plant growing in the oozasis's water is affected by the Waters of Unfathomable Compulsion trait as if it drank the water.

Ooze Nature. The oozasis doesn't require sleep.

Waters of Unfathomable Compulsion. A creature that drinks the water of an oozasis experiences a cryptic dream the next time it sleeps. When it wakes, it must succeed on a DC 16 Wisdom saving throw or be affected by the *geas* spell for 30 days. While under the *geas*, the affected creature must perform a specific, seemingly minor task that furthers the decades-long goals of the oozasis. Such a task could be planting a white rose in a specific garden, rescuing the next endangered young animal the target encounters, or standing in a specific spot at a certain time each day for three days.

Actions

Multiattack. The oozasis makes three Pseudopod attacks.

Pseudopod. *Melee Weapon Attack:* +8 to hit, reach 15 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage plus 7 (2d6) acid damage. If the target is a Large or smaller creature, it is grappled (escape DC 16). Until this grapple ends, the target is restrained. The oozasis can have up to two creatures grappled at a time.

Compelling Vapors (Recharge 5–6). The oozasis emits mind-altering vapors. Each creature within 20 feet of the oozasis must make a DC 16 Constitution saving throw. On a failure, a creature takes 45 (10d8) psychic damage and suffers either tranquility or turmoil for minute. On a success, a creature takes half the damage and doesn't suffer tranquility or turmoil. A creature suffering tranquility is charmed and can't attack. A creature suffering turmoil is unable to distinguish friend from foe and must move to and attack the nearest creature other than the oozasis on each of its turns, stalking off in a random direction if no creature is in range. A creature suffering tranquility or turmoil can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Ooze, Corrupting

The ooze boils and bubbles with rank marsh gas and the fetid stench of the sewer. It leaves a stinking trail of acidic slime wherever it goes.

Swim and Walk. A corrupting ooze is a festering slime that can slither and even swim like a gigantic sea slug, or it can assume a roughly humanoid form and shamble through the streets. Its stench and its lack of speech, however, make it unlikely that anyone might mistake it for a person. They are frequently soldiers and servants to heralds of blood (see page 232) and heralds of darkness (see page 233).

Dissolve Bones. A corrupting ooze can absorb an entire large animal or small person, simply dissolving everything in a matter of minutes. This function makes them an important element of certain dark rituals.

Strong Swimmer. A corrupting ooze naturally floats on the surface of water. It swims with a pulsating motion that propels it.

Corrupting Ooze

Large Ooze, Neutral Evil

Armor Class 12 (natural armor)

Hit Points 115 (10d10 + 60)

Speed 20 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	22 (+6)	4 (−3)	2 (−4)	1 (−5)

Skills Stealth +3

Damage Resistances bludgeoning, slashing

Damage Immunities poison

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone poisoned

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 6

Languages —

Challenge 5 (1,800 XP)

Proficiency Bonus +3

Ooze Nature. The ooze doesn't require sleep.

Putrid Stench. A creature that starts its turn within 5 feet of the corrupting ooze must succeed on a DC 14 Constitution saving throw or take 3 (1d6) poison damage and be poisoned until the start of its next turn.

Actions

Multiattack. The corrupting ooze makes two Slam attacks. If both attacks hit one creature, the target must succeed on a DC 14 Dexterity saving throw or one nonmagical leather, metal, or wooden item the creature is wearing or carrying is destroyed. This effect can't destroy armor or weapons.

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) bludgeoning damage plus 7 (2d6) poison damage.

Bonus Actions

Reshape Body. The corrupting ooze can reshape its mass into a vaguely Humanoid shape or back into its amorphous shape. It reverts to its amorphous shape if it dies. While in a Humanoid shape, it can take any action that requires hands, except it can't wield weapons or a shield or don armor.

Ostinato

A bit of catchy, repetitive music emanates from nowhere, drifting and moving as if dancing in the empty air.

Born from Drama. Incredibly moving arias, passionate performances, and ditties that drive a person mad are often the product of ostinatos. These creatures of living music are born from overwrought emotions, and they feed off the vitality and personality of mortals.

Song Searchers. Ostinatos wander the mortal world as repetitive snippets of song, searching for hosts and rich feeding grounds. They enter hosts secretly, remaining undetected to prolong their voracious feasting.

OSTINATO

Medium Aberration, Chaotic Neutral

Armor Class 15

Hit Points 39 (6d8 + 12)

Speed 0 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (−5)	20 (+5)	15 (+2)	5 (−3)	12 (+1)	17 (+3)

Skills Perception +3

Damage Vulnerabilities thunder

Damage Resistances acid, cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 13

Languages understands Common but can't speak, telepathy 120 ft.

Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Incorporeal Movement. The ostinato can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Invisibility. The ostinato is invisible.

Magic Resistance. The ostinato has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The ostinato makes two Cacophony Burst attacks.

Cacophony Burst. *Melee or Ranged Spell Attack:* +7 to hit, range 60 ft., one target. *Hit:* 16 (3d8 + 3) thunder damage.

Aural Symbiosis (Recharge 6). One Humanoid that the ostinato can see within 5 feet of it must succeed on a DC 13 Charisma saving throw or the ostinato merges with the target, becoming an enjoyable, repetitive tune in its host's mind. The ostinato can't be targeted by any attack, spell, or other effect, and it can't attack. The host retains control of its body and is aware of the ostinato's presence only as a melody, not as a living entity. The host no longer needs to eat or drink, gains the ostinato's Magic Resistance trait, and has advantage on Charisma checks. In addition, the host has disadvantage on Wisdom saving throws, and it can't maintain concentration on spells or other effects. At the end of each long rest, the host can make a DC 13 Wisdom (Insight) check, realizing that the music it hears comes from an external entity on a success.

The Aural Symbiosis lasts until the host drops to 0 hp, the ostinato ends it as a bonus action, or the ostinato is forced out by an effect like the *dispel evil and good* spell. When the Aural Symbiosis ends, the ostinato bursts out from the host's mind in a thunderous explosion of sound, reappearing in an unoccupied space within 5 feet of the host. Each creature within 15 feet of the ostinato when it exits, including the host, must make a DC 13 Constitution saving throw, taking 18 (4d8) thunder damage on a failed save, or half as much damage on a successful one. The host is immune to this ostinato's Aural Symbiosis for 24 hours after succeeding on the saving throw or after the Aural Symbiosis ends.

Contagious Tune (1/Day). While merged with a Humanoid host, the ostinato fills the minds of nearby creatures with the same catchy tune playing in its host's mind. Each creature within 30 feet of the ostinato's host must make a DC 13 Charisma saving throw, taking 21 (6d6) psychic damage on a failed save, or half as much damage on a successful one. The ostinato then gains temporary hp equal to the single highest amount of psychic damage dealt. A deafened creature is immune to Contagious Tune.

Planewatcher

The brilliant lasso tightened around the eldritch monster as the faceless winged creature dragged it across a hellish landscape.

A planewatcher is sworn to protect the order of the boundaries between worlds. These angelic creatures fearlessly track down people and monsters who cross the boundaries of the planes and drag them back to where they came from, willingly or otherwise. Each planewatcher is bound to a single plane of existence.

Friend or Foe. Planewatchers are dedicated to their purpose, regardless of morality. Heroes may find themselves beseeching a planewatcher for help to battle an interplanar foe, or find themselves fighting one while on a planar mission. Planewatchers track down trespassers based on the perceived threat to the multiverse.

Unlikely Allies. Star drakes (see page 146) protect the Material Plane in much the same way planewatchers protect their respective planes. Because of this, the Material Plane has fewer planewatchers than other planes, and the two beings can work in concert to maintain the natural order of the multiverse.

Planewatcher

Medium Celestial, Lawful Neutral

Armor Class 18 (plate)

Hit Points 136 (16d8 + 64)

Speed 30 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	18 (+4)	17 (+3)	18 (+4)	20 (+5)

Saving Throws Wis +8, Cha +9

Skills Athletics +8, Insight +8, Perception +8, Survival +8

Damage Resistances radiant; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities charmed, frightened, poisoned

Senses truesight 120 ft., passive Perception 18

Languages all, telepathy 120 ft.

Challenge 10 (5,900 XP) **Proficiency Bonus** +4

Magic Resistance. The planewatcher has advantage on saving throws against spells and other magical effects.

Planar Sense. The planewatcher can pinpoint the location of creatures not native to the plane the planewatcher currently occupies and planar portals within 60 feet of it, and the planewatcher can sense the general direction of such creatures and portals within 1 mile of it.

Plane Bound. The planewatcher is immune to any spell or effect that would force it to leave its current plane, unless it wants to leave.

Word-Bound. The planewatcher always knows the direction and distance to any creature that dispels, breaks, or otherwise avoids the *geas* of the promise it made via Planar Ultimatum, provided the planewatcher and the creature are on the same plane of existence. While grappling such a creature, it can cast the *banishment* spell as a bonus action (spell save DC 17) on that creature.

Actions

Multiattack. The planewatcher makes one Radiant Lasso attack and two Enervating Blast attacks, or it makes three Enervating Blast attacks. It can replace two attacks with a use of Planar Ultimatum.

Radiant Lasso. *Melee Weapon Attack:* +8 to hit, reach 30 ft., one target. *Hit:* 22 (4d6 + 4) radiant damage, and the target is grappled (escape DC 16) if the planewatcher isn't already grappling a creature. Until this grapple ends, the target is restrained, can't tell a lie, and can't teleport or be transported to another plane of existence unless the planewatcher wills it.

Enervating Blast. *Melee or Ranged Spell Attack:* +9 to hit, range 60 ft., one target. *Hit:* 23 (4d8 + 5) force damage, and the target has disadvantage on Strength and Dexterity checks until the end of its next turn.

Planar Ultimatum. The planewatcher demands one creature grappled by it to return to the creature's home plane within 24 hours. If the creature doesn't swear to do so, it must make a DC 17 Constitution saving throw, taking 45 (10d8) radiant damage on a failed save, or half as much damage on a successful one If the creature swears to return, it becomes affected by the *geas* spell for 30 days, which compels the creature to return to its home plane as soon as possible.

Bonus Actions

Reel. The planewatcher pulls a creature grappled by it up to 25 feet straight toward it.

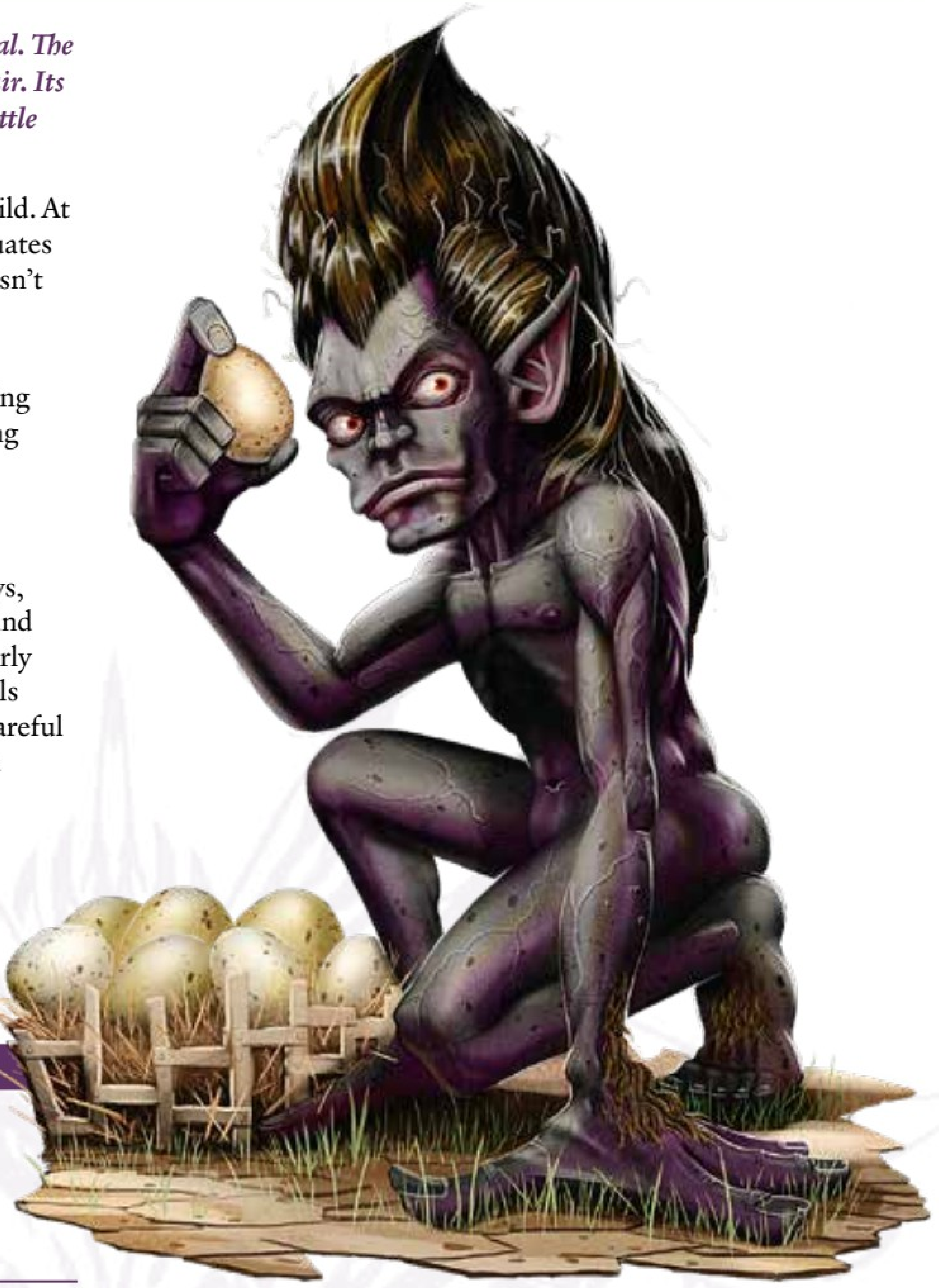
Pombero

This squat little man has long limbs and skin the color of coal. The backs of its hands and tops of its feet are covered in thick hair. Its face seems a bit too wide for its head, and its eyes gleam a little too brightly in the pale light.

Pomberos are strange tricksters, born of shadows in the wild. At rest, they tend to adopt a squatting posture, which accentuates their too-long limbs. They shun bright light, though it doesn't harm them, and seek out shadows and half-light. For this reason, many people call pomberos the Night People.

Joy of Trespassing. Pomberos take delight from creeping into places where they don't belong and stealing interesting objects. A pombero's lair is littered with trinkets, both commonplace and valuable. The blame for all manner of misfortune is often laid at a pombero's hairy feet.

Hatred of Hunters. In contrast to their larcenous ways, pomberos take great umbrage over the killing of animals and the destruction of trees in their forests. Birds are particularly beloved pets, and they enjoy mimicking bird songs and calls most of all. Villagers in areas near pombero territory are careful to treat the animals and trees with respect, and they have a strong taboo against killing birds.



Pombero

Medium Fey, Chaotic Neutral

Armor Class 15 (natural armor)

Hit Points 90 (12d8 + 36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	16 (+3)	8 (−1)	10 (+0)	14 (+2)

Skills Athletics +5, Sleight of Hand +5, Stealth +5

Senses darkvision 60 ft., passive Perception 10

Languages Sylvan

Challenge 3 (700 XP) **Proficiency Bonus** +2

Contortionist. The pombero can contort its body into unnatural positions, allowing it to easily move through any opening large enough for a Tiny creature. The pombero's destination must still have suitable room to accommodate its volume.

Forest Camouflage. The pombero has advantage on Dexterity (Stealth) checks made to hide in forested terrain.

Speak with Beasts. The pombero can communicate with Beasts as if they shared a language.

Actions

Multiattack. The pombero makes two Slam attacks. It can replace one attack with a use of Charming Touch, if available.

Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) bludgeoning damage.

Charming Touch (Recharge 5–6). One creature the pombero can see within 5 feet of it must succeed on a DC 12 Wisdom saving throw or be charmed for 10 minutes. If the target suffers any harm, the effect ends. Otherwise, the target can repeat the saving throw at the end of every minute, ending the effect on itself on a success. The pombero can have only one creature charmed at a time. If it charms another, the effect on the previous creature ends.

Invisibility. The pombero magically turns invisible until it attacks or uses Charming Touch, or until its concentration ends (as if concentrating on a spell). Any equipment the pombero wears or carries is invisible with it.

Possessed Pillar

This ancient animal-headed pillar is engraved with weathered symbols from ancient empires.

Animal Headed. Possessed pillars are carved from enormous blocks of stone to look like animal-headed gods of ancient pantheons or sometimes demonic figures of zealous cults. The most common are the jackal-faced and the ibis-headed variants, but pillars with baboon, crocodile, elephant, or hawk heads also exist.

Hijacked by Cults. Some such pillars are claimed by various cults and carved anew with blasphemous symbols or smeared with blood, oils, and unguents as sacrificial offerings.

Weapon Donations. Priests claim the weapons stolen by the pillars and distribute them to temple guards or sell them to fund temple activities.

Possessed Pillar

Large Construct, Unaligned

Armor Class 14 (natural armor)

Hit Points 95 (10d10 + 40)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	8 (−1)	19 (+4)	3 (−4)	11 (+0)	1 (−5)

Damage Immunities poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks not made with adamantine weapons

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 120 ft., passive Perception 10

Languages understands the languages of its creator but can't speak

Challenge 7 (2,900 XP) **Proficiency Bonus** +3

Construct Nature. The possessed pillar doesn't require air, food, drink, or sleep.

Divine Fists. The possessed pillar's weapon attacks are magical. When the pillar hits with a Slam attack, the Slam deals an extra 2d8 necrotic damage or radiant damage (included in the attack), the pillar's choice.

False Appearance. While the pillar remains motionless, it is indistinguishable from a statue or a carved column.

Immutable Form. The pillar is immune to any spell or effect that would alter its form.

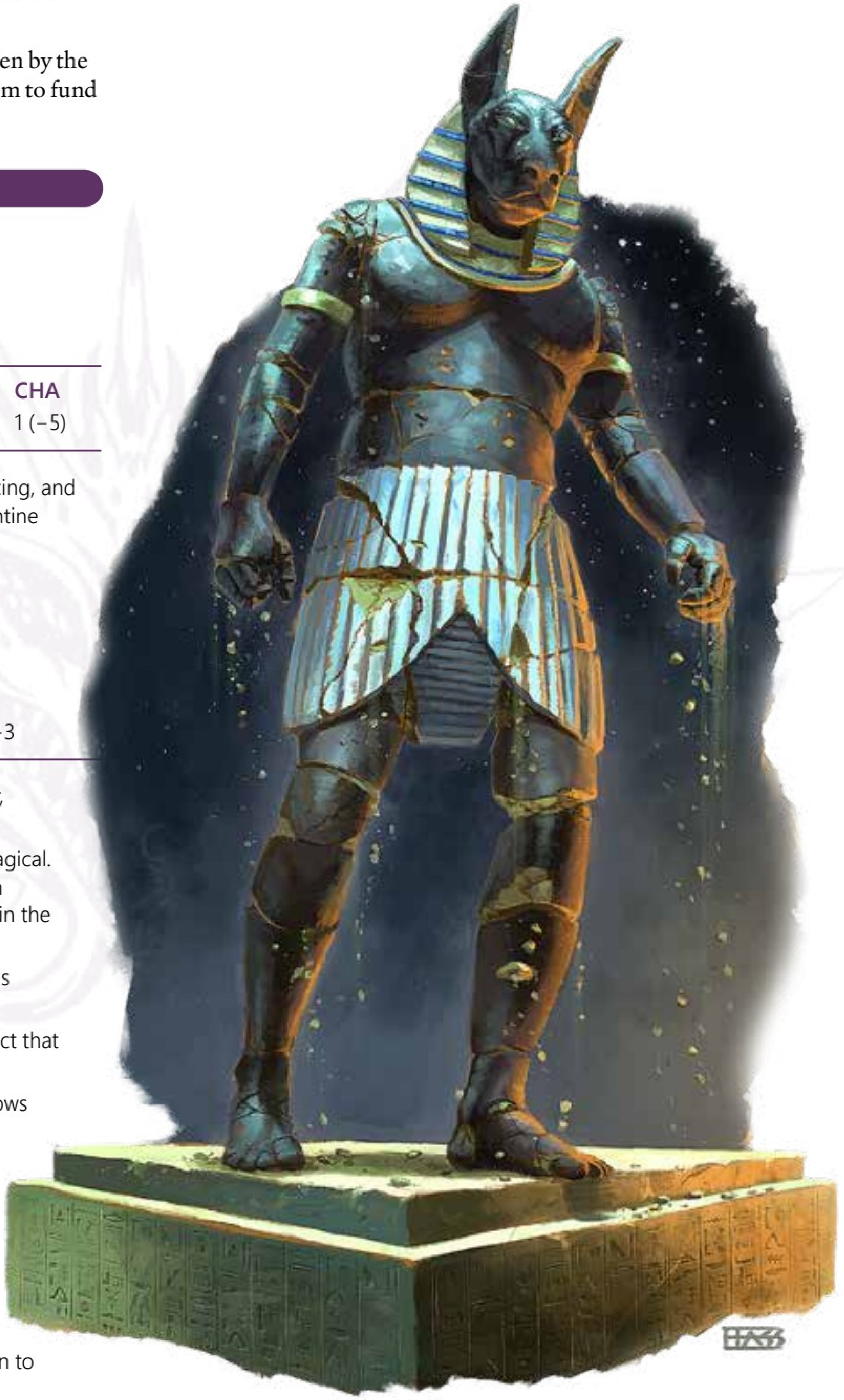
Magic Resistance. The pillar has advantage on saving throws against spells and other magical effects.

Magnetic Body. The eldritch magic powering the possessed pillar causes the pillar's body to produce a minor magnetic field. When a creature hits the pillar with a weapon made of metal, it must succeed on a DC 15 Strength saving throw or the weapon sticks to the pillar. If the creature can't or won't let go of the weapon, it is also stuck to the pillar and restrained. A stuck weapon can't be used. A creature can take its action to remove one metal object from the pillar by succeeding on a DC 15 Strength check. The pillar can release one creature or metal object stuck to it as a bonus action. If the pillar dies, all creatures and metal objects stuck to it are released.

Actions

Multiattack. The possessed pillar makes two Slam attacks.

Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage plus 9 (2d8) necrotic damage or radiant damage (the pillar's choice).



Putrid Haunt

This shambling corpse has twigs, branches, and other debris intertwined with its body. Its gaping maw crawls with scrabbling vermin.

Swamp Undead. Putrid haunts are walking corpses infused with moss, mud, and the detritus of the deep swamp. They are the shambling remains of individuals who, either through mishap or misdeed, died while lost in a vast swampland. Their desperate need to escape the marshland in life transforms into a hatred of all living beings in death. They often gather in places tainted by evil deeds.

Mossy Islands. When no potential victims are nearby, putrid haunts sink into the water and muck, where moss and water plants grow over them and vermin inhabit their rotting flesh. When living creatures draw near, the dormant putrid haunt bursts from its watery hiding spot and attacks its prey, stomping foes deep into the muck. There's no planning and little cunning in their assault, but they move through the marshes more freely than most intruders, and they attack with a single-mindedness that's easily mistaken for purpose.

Harbor Vermin. Putrid haunt corpses create favorable conditions for leeches, insects, and other swamp vermin. They are often hosts or hiding places for large gatherings of such creatures.

Putrid Haunt

Medium Undead, Neutral Evil

Armor Class 13 (natural armor)

Hit Points 44 (8d8 + 8)

Speed 30 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	8 (−1)	13 (+1)	3 (−4)	11 (+0)	6 (−2)

Damage Resistances bludgeoning and piercing from nonmagical attacks

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages understands the languages it knew in life but can't speak

Challenge 2 (450 XP)

Proficiency Bonus +2

False Appearance. While the putrid haunt remains motionless and prone in swampy terrain, it is indistinguishable from a pile of muck and moss.

Swamp Walk. Difficult terrain composed of mud, shallow water, and water plants doesn't cost the putrid haunt extra movement.

Undead Nature. The putrid haunt doesn't require air, food, drink, or sleep.

Actions

Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) bludgeoning damage plus 5 (2d4) poison damage.

Expel Vermin (Recharge 6). The putrid haunt vomits forth the leeches, stinging insects, and other swamp vermin infesting its innards in a 15-foot cone. Each creature in the area must make a DC 13 Dexterity saving throw. On a failure, a creature takes 7 (2d6) piercing damage and 7 (2d6) poison damage and is poisoned for 1 minute. On a success, a creature takes half the damage and isn't poisoned. A poisoned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Quicksilver Siege Orb

This silver sphere, polished to a mirror-like sheen bobs gently in the air for a moment before suddenly flattening out into a round, serrated blade.

The quicksilver siege orb is an alchemical construct designed for use as a siege weapon. The orb measures 3 feet in diameter and weighs 30 pounds. When it changes to disk form, its diameter increases to 6 feet, but it is only an inch thin.

Smart Silver. Arcanists replicated a semi-sentient quicksilver they found in the underworld and provided it to warring factions. The metal changes its disposition to match its form. As an orb, it is contemplative and observant. As a blade, it is aggressive, seeking to kill enemy combatants. Fortunately, it takes commands well and avoids inflicting collateral damage.

Autonomous Siege Weapon. A quicksilver siege orb can fit into a catapult or other throwing siege weapon while in spherical form. When it reaches its destination, it hovers in place to assess soft targets before changing into its disk form and injuring or killing those targets.

Customizable Alternate Form. Though the siege orb can have only one alternate form, the orb accepts instructions for several shapes beyond the standard whirling disk, such as spiked balls, borers, and other devices useful in battle.

Quicksilver Siege Orb

Small Construct, Unaligned

Armor Class 15

Hit Points 82 (15d6 + 30)

Speed 10 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
12 (+1)	21 (+5)	14 (+2)	5 (−3)	14 (+2)	7 (−2)

Skills Perception +5, Stealth +8

Damage Vulnerabilities cold

Damage Resistances fire, lightning; piercing and slashing from nonmagical attacks

Damage Immunities bludgeoning, poison, psychic

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned, prone, unconscious

Senses darkvision 60 ft., passive Perception 15

Languages understands one language of its creator but can't speak

Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Bludgeoning Bounce (Orb Form Only). Whenever the quicksilver siege orb is subjected to bludgeoning damage, it takes no damage and instead is pushed up to 15 feet away from the source of the bludgeoning damage. If the damage is from a critical hit, the orb is pushed up to 30 feet.

Construct Nature. The quicksilver siege orb doesn't require air, food, drink, or sleep.

Flyby. The quicksilver siege orb doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Immutable Form. The quicksilver siege orb is immune to any spell or effect that would alter its form.

Observant (Orb Form Only). The quicksilver siege orb has advantage on Wisdom (Perception) and Wisdom (Insight) checks. In addition, if the orb observes a creature for at least 1 minute, it has advantage on the first three attack rolls it makes against the creature.

Slippery. The quicksilver siege orb has advantage on saving throws and ability checks made to escape a grapple.

Actions

Multiattack. The quicksilver siege orb makes three Disk Blade or Slam attacks.

Disk Blade (Disk Form Only). *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Slam (Orb Form Only). *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 10 (2d4 + 5) bludgeoning damage.

Slashing Run (Recharge 4–6, Disk Form Only). The quicksilver siege orb flies up to 20 feet in a straight line, then it flies up to 20 feet in a straight line in a different direction. During this move, it can move through the space of any Large or smaller creature. The first time it enters a creature's space during this move, that creature must make a DC 16 Dexterity saving throw, taking 35 (10d6) slashing damage on a failed save, or half as much damage on a successful one.

Bonus Actions

Shape Quicksilver. The quicksilver siege orb flattens itself into a razor-sharp, whirling disk or back into its orb form. Its statistics are the same in each form. It becomes a puddle of quicksilver if it dies.

Qwyllion

The reeking creature resembles a toothless, cadaverous hag. Its large eyes glow with unearthly green light, and ragged claws extend from its fingers.

Twisted Nymphs. Qwyllion (the name means "polluter" in Old Elvish) are fey who have been twisted by the corrupted magic of magical wastelands or warped by alchemical experiments into baleful versions of their former selves.

Frighten Animals. Besides making them hideously ugly, the transformation leaves them with a deadly gaze and the ability to control a living creature with a mere glance. Most animals can sense the corruption within the fey and refuse to approach it.

Goblin Mercenaries. Qwyllion are sometimes engaged by goblin sorcerers and evil mages to guard desecrated temples and despoiled gardens. The terms and payments for these arrangements vary wildly from one qwyllion to the next. Anyone who dares to employ a qwyllion must be constantly vigilant, because these creatures are prone to renege on any agreement eventually.

Qwyllion

Medium Aberration, Neutral Evil

Armor Class 16 (natural armor)

Hit Points 110 (13d8 + 52)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	20 (+5)	19 (+4)	12 (+1)	13 (+1)	16 (+3)

Saving Throws Dex +8, Cha +6

Skills Acrobatics +11, Perception +4

Damage Resistances acid, fire; bludgeoning, piercing, and slashing from nonmagical attacks

Senses darkvision 60 ft., passive Perception 14

Languages Common, Goblin, Infernal, Sylvan, Void Speech

Challenge 8 (3,900 XP) **Proficiency Bonus** +3

Nauseating Stench. A creature that starts its turn within 20 feet of the qwyllion must succeed on a DC 15 Constitution saving throw or be poisoned for 1 minute. A poisoned creature that fails this saving throw is also incapacitated while poisoned in this way. A poisoned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the qwyllion's Nauseating Stench for the next 24 hours.

Actions

Multiattack. The qwyllion makes three Claw or Deadly Gaze attacks. If two Deadly Gaze attacks hit one creature, the target must succeed on a DC 15 Constitution saving throw or be incapacitated until the end of its next turn.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 18 (3d8 + 5) slashing damage.

Deadly Gaze. *Ranged Spell Attack:* +6 to hit, range 60 ft., one target. *Hit:* 17 (4d6 + 3) psychic damage. A Humanoid slain by this attack rises 8 hours later as a specter under the qwyllion's control, unless the Humanoid is restored to life. The qwyllion can have no more than ten specters under its control at one time.

Charm. One Humanoid or Beast the qwyllion can see within 30 feet of it must succeed on a DC 15 Wisdom saving throw or be magically charmed for 1 day. The charmed target obeys the qwyllion's verbal commands. If the target suffers any harm or receives a suicidal command, it can repeat the saving throw, ending the effect on a success. If the target successfully saves against the effect, or if the effect on it ends, the target is immune to the qwyllion's Charm for the next 24 hours.

The qwyllion can have no more than one Humanoid and up to three Beasts charmed at a time. If it charms another Humanoid or a fourth Beast, the oldest effect on a previous target ends.

Ramag

The especially lanky man with long limbs and thick locks of hair traced magical symbols with delicate fingers, opening a small portal.

The ramag were a powerful tribe of dimensional sorcerers allied with a great society of titans, and they were indeed human in ages past. Over time, strange practices warped them into their current state, and they are clearly no longer purely human. They have angular features, and their limbs grow long in proportion to their bodies, giving them a stooped posture. A ramag's hair is impossibly thick, each strand being the width of a human finger, which they wear tied back with decorative clasps.

Portal Network. The ramag used their innate magical gifts and affinity for portals to maintain powerful magical conduits. This mastery of the arcane allowed instantaneous travel to the farthest-flung outpost. The ramag still maintain a network of magical monoliths that connect the scattered districts of their home, but this network is frayed and fading.

Studious and Powerful. Although physically weak, the ramag are sharp-witted, studious, and naturally infused with magic. Lifetimes of exposure to the warping effect of their runaway magical energy have given them innate control over magic as well as sharp resistance to it. They are acutely aware of their responsibility for keeping magic in check and fully know the danger of uncontrolled magical energies. Even the lowliest ramag has a keen intellect and a natural understanding of magic. Many ramag take up the study of wizardry. Few become wandering adventurers, but well-equipped expeditions sometimes leave their homeland to inspect the surrounding countryside.

Ramag

Medium Humanoid (Ramag), Neutral

Armor Class 13 (leather armor)

Hit Points 27 (6d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (−1)	14 (+2)	10 (+0)	16 (+3)	12 (+1)	11 (+0)

Skills Arcana +5, Investigation +5

Senses passive Perception 11

Languages Common

Challenge 1/4 (50 XP) **Proficiency Bonus** +2

Magic Resistance. The ramag has advantage on saving throws against spells or other magical effects.

Portal Sense. The ramag can pinpoint the location of planar portals within 100 feet of it and can sense the general direction of planar portals within 1 mile of it. In addition, if the ramag spends 10 minutes studying a portal, it can determine the portal's destination and any requirements to use or activate it.

Actions

Scimitar. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Bonus Actions

Portal Traveler (Recharge 5–6). The ramag creates and steps into a small portal and out of an identical portal in a space it can see within 60 feet of it. If a creature is in the destination space, the creature must make a DC 13 Intelligence saving throw. On a failure, the ramag trades spaces with the creature. On a success, the ramag fails to teleport. Whatever the result, the portal disappears.

Ramag in Midgard

The ramag all live within the twelve scattered districts of their home city, Ramagani (home, in their dialect), with eleven districts in the Abandoned Lands of the Southlands and one on an island off the coast. Though the districts are far apart, the ramag consider them all part of one great metropolis. The inhabited districts are guarded by powerful ramag spellcasters and by the Stormwatch—a garrison of arcane warriors who operate enchanted lightning ballistae in defense of the city. A lightning ballista functions identically to a standard ballista but does an additional 1d10 lightning damage with each hit.

Rat King

A great knot of scabrous rats scrabbles together as a mass, with skulls, bones, and flesh entangled in the whole. Teeth, eyes, and fur all flow as a single disturbing rat swarm walking on two legs.

Fused at the Tail. A rat king forms when dozens of rats twist their tails together in a thick knot of bone and lumpy cartilage—and offer praise to the rat demon Chittr'k'k (see *Creature Codex*). Its numbers and powers grow quickly.

Rule Sewers and Slums. The rat king is a cunning creature that stalks city sewers, boneyards, and slums. Some even command entire thieves' guilds or hordes of beggars that give it obeisance. They grow larger and more powerful over time until discovered.

Plague and Dark Magic. The rat king is the result of plague infused with twisted magic, and a malignant ceremony that creates one is called "Enthroning the Rat King." Rats afflicted with virulent leavings of dark magic rites or twisted experiments become bound to one another. As more rats add to the mass, the creature's intelligence and force of will grow.

Rat King

Medium Monstrosity, Chaotic Evil

Armor Class 14 (natural armor)

Hit Points 76 (9d8 + 36)

Speed 30 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
6 (−2)	16 (+3)	18 (+4)	11 (+0)	15 (+2)	16 (+3)

Skills Stealth +6

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities charmed, frightened, paralyzed, petrified, poisoned, prone, stunned

Senses darkvision 60 ft., passive Perception 12

Languages Common, Thieves' Cant

Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Keen Smell. The rat king has advantage on Wisdom (Perception) checks that rely on smell.

Plague of Ill Omen. The rat king radiates a magical aura of misfortune. A creature that starts its turn within 15 feet of the rat king must succeed on a DC 14 Charisma saving throw or have disadvantage on attack rolls and saving throws until the start of its next turn.

Actions

Multiattack. The rat king makes two Bite attacks.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage plus 7 (2d6) poison damage. If the target is a creature, it must succeed on a DC 14 Constitution saving throw or suffer one level of exhaustion and become infected with a disease. Until the disease is cured, at the end of each long rest, the creature must repeat the saving throw. On a failure, the creature suffers another level of exhaustion. The exhaustion lasts until the creature finishes a long rest after the disease is cured. A creature that succeeds on two saving throws recovers from the disease.

Call Rats (1/Day). The rat king magically calls 2d4 rats, 1d4 giant rats, or 1 swarm of rats. The rates arrive in 1d4 rounds, acting as allies of the rat king and obeying its spoken commands. The rats remain for 1 hour, until the rat king dies, or until the rat king dismisses them as a bonus action.

Reactions

Absorption. When a friendly rat, giant rat, or swarm of rats starts its turn within 5 feet of the rat king, the rat king can absorb it. If the rat king does so, the target dies, and the rat king gains temporary hp equal to the target's remaining hp.

Ratatosk

The chattering squirrel creature has tiny tusks and fur that shimmers in a way that defies the surrounding light.

Sleek-furred Celestials. The ratatosk is a celestial being that is very much convinced of its own indispensable place in the multiverse. Its fur is sleek, and it takes great pride in the cleaning and maintenance of its tusks.

Planar Messengers. Ratatosks were created to carry messages across the planes, bearing word between gods and their servants. Somewhere across the vast march of ages, their nature twisted away from that purpose. Much speculation as to the exact cause of this change continues to occupy sages.

Maddening Gossips. Ratatosks are insatiable tricksters. Their constant chatter is not the mere nattering of their animal counterparts; it is a never-ending celestial gossip network. Ratatosks delight in learning secrets and spreading those secrets in mischievous ways. It's common for two listeners to hear vastly different words when a ratatosk speaks—and for that misunderstanding to lead to blows.

Ratatosk

Tiny Celestial, Chaotic Neutral

Armor Class 14

Hit Points 42 (12d4 + 12)

Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
4 (−3)	18 (+4)	12 (+1)	17 (+3)	10 (+0)	18 (+4)

Saving Throws Wis +2, Cha +6

Skills Deception +6, Persuasion +6, Stealth +6

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Senses darkvision 60 ft., passive Perception 10

Languages Celestial, Common, telepathy 100 ft.

Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Magic Resistance. The ratatosk has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The ratatosk makes two Gore or Annoying Chitter attacks. It can replace one attack with a use of Divisive Chatter, if available.

Gore. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage plus 7 (2d6) psychic damage.

Annoying Chitter. *Ranged Spell Attack:* +6 to hit, range 60 ft., one target. *Hit:* 14 (3d6 + 4) psychic damage.

Divisive Chatter (Recharge 5–6). The ratatosk causes division and strife in up to four creatures it can see within 30 feet of it. Each target must succeed on a DC 14 Charisma saving throw or be irritated for 1 minute. While irritated, a creature must spend its action on each of its turns arguing with, complaining about, or otherwise expressing unhappiness toward one of its allies over a trivial matter. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Spellcasting. The ratatosk casts one of the following spells, requiring no material or somatic components and using Charisma as the spellcasting ability (save DC 14):

At will: *animal messenger*, *message*

3/day each: *sending*, *suggestion*

1/day: *commune* (as an action)

Bonus Actions

Skitter. The ratatosk takes the Dash, Disengage, or Hide action.

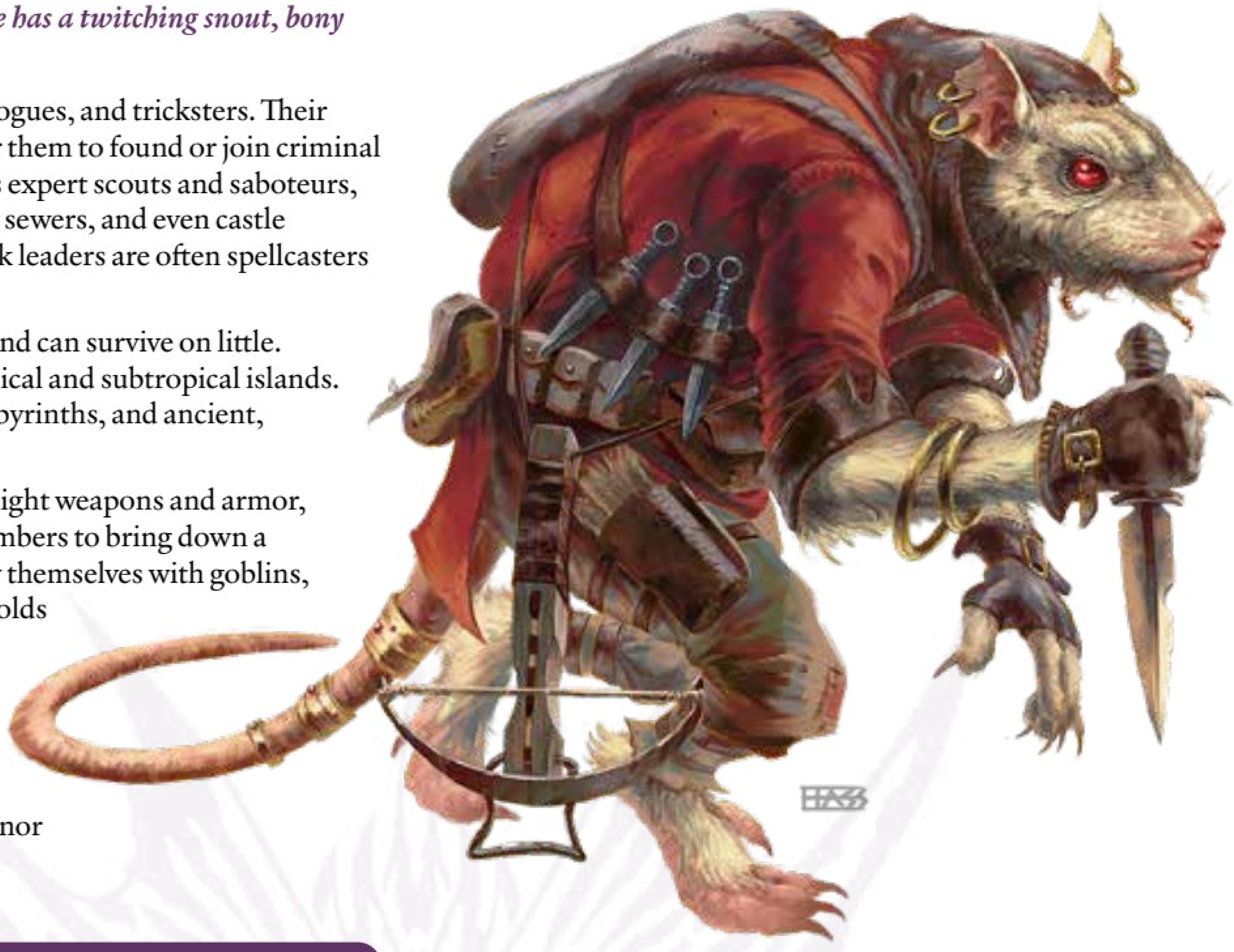
Reactions

Desperate Lies. When a creature the ratatosk can see targets it with an attack, the ratatosk tells a lie while pointing to another creature within 5 feet of it. The attacker must succeed on a DC 14 Wisdom saving throw or believe the lie and attack the other creature instead.

Ratfolk

The halfling-sized, furred creature has a twitching snout, bony feet, and a long, pink tail.

The ratfolk are canny survivors, rogues, and tricksters. Their strong family ties make it easy for them to found or join criminal societies—though others serve as expert scouts and saboteurs, able to infiltrate army camps, city sewers, and even castle dungeons with equal ease. Ratfolk leaders are often spellcasters and rogues.



Adaptable. Ratfolk swim well and can survive on little. Some groups are endemic to tropical and subtropical islands. Others inhabit forests, sewers, labyrinths, and ancient, ruined cities.

Fast Fighters. Ratfolk prefer light weapons and armor, fighting with speed and using numbers to bring down a foe. They have been known to ally themselves with goblins, darakhul (see page 202), and kobolds on occasion, but more often prefer to serve a "Rat King" who may or may not be a rat of any kind. Such rat rulers might include a wererat, a rat king (see page 300), an ogre, a minor demon, or an intelligent undead.

Ratfolk

Small Humanoid (Ratfolk), Neutral

Armor Class 14 (studded leather)

Hit Points 17 (5d6)

Speed 25 ft., swim 10 ft.

STR	DEX	CON	INT	WIS	CHA
7 (−2)	15 (+2)	11 (+0)	14 (+2)	10 (+0)	10 (+0)

Skills Perception +2

Senses darkvision 60 ft., passive Perception 12

Languages Common

Challenge 1/4 (50 XP) **Proficiency Bonus** +2

Nimbleness. The ratfolk can move through the space of any Medium or larger hostile creature, and such a space isn't difficult terrain for the ratfolk.

Pack Tactics. The ratfolk has advantage on attack rolls against a creature if at least one of the ratfolk's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Light Crossbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Ratfolk Rogue

Small Humanoid (Ratfolk), Neutral

Armor Class 15 (studded leather)

Hit Points 31 (7d6 + 7)

Speed 25 ft., swim 10 ft.

STR	DEX	CON	INT	WIS	CHA
7 (−2)	16 (+3)	12 (+1)	14 (+2)	10 (+0)	10 (+0)

Skills Acrobatics +5, Perception +2, Stealth +7

Senses darkvision 60 ft., passive Perception 12

Languages Common, Thieves Cant

Challenge 1 (200 XP) **Proficiency Bonus** +2

Nimbleness. As the ratfolk.

Pack Tactics. As the ratfolk.

Actions

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage plus 7 (2d6) poison damage.

Light Crossbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 7 (2d6) poison damage.

Bonus Actions

Cunning Action. The ratfolk rogue takes the Dash, Disengage, or Hide action.

Ravenala

The tree steps forward on bark-covered legs. Its head is crowned by long-stemmed, green-paddled fronds and spiked seed pods, and its dangling arms end in hooked, wooden talons.

Leafy Advisors. Wise and long-lived like treants, ravenalas tend their coastal forest homes far from most societies. Tribal humanoids respect and venerate ravenalas and sometimes seek their advice or aid in times of great need. Ravenalas seldom interact with others unless approached.

Prisoner's Lamentation. Unlike treants, ravenalas avoid physical conflict in favor of diplomacy and compromise. If annoyed, they imprison hostile creatures within their trunks rather than killing or eating the attackers. Trapped creatures must sing their own lament as they are carried off to a distant locale away from the ravenala's home.

RAVENALA

Large Plant, Neutral

Armor Class 15 (natural armor)

Hit Points 126 (12d10 + 60)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	20 (+5)	12 (+1)	16 (+3)	12 (+1)

Saving Throws Wis +6, Cha +4

Damage Vulnerabilities cold, fire

Damage Resistances bludgeoning, piercing

Condition Immunities blinded, deafened

Senses passive Perception 13

Languages Common, Druidic, Elvish, Sylvan

Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Magic Resistance. The ravenala has advantage on saving throws against spells and other magical effects.

Woodland Stride. Difficult terrain composed of magical or nonmagical plants doesn't cost the ravenala extra movement. In addition, it can pass through magical or nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard.

ACTIONS

Multiattack. The ravenala makes two Bursting Pod or Slam attacks. If both Slam attacks hit a Medium or smaller creature, the target is grappled (escape DC 14), and the ravenala uses its Lamenting Engulfment on the target.

Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 18 (3d8 + 5) bludgeoning damage.

Bursting Pod. *Ranged Weapon Attack:* +8 to hit, range 30/120 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage, and each creature within 5 feet of the target, including the target, must make a DC 15 Dexterity saving throw, taking 5 (2d4) piercing damage on a failed save, or half as much damage on a successful one.

Lamenting Engulfment. The ravenala engulfs a Medium or smaller creature grappled by it. The engulfed target is blinded and restrained, it has total cover against attacks and other effects outside the ravenala, and it must succeed on a DC 14 Charisma saving throw at the start of each of the ravenala's turns or sing a lament of the mistakes and misdeeds it has performed in its lifetime. While singing, the engulfed creature can still act, but it can't otherwise speak, including casting spells with verbal components. If the ravenala moves, the engulfed creature moves with it. The ravenala can have only one creature engulfed at a time.

Healing Leaves (3/Day). The ravenala removes a leaf from its head and wraps the leaf around the wounds of one creature it can see within 5 feet of it. The target magically regains 10 (3d6) hp and is freed from any disease, poison, blindness, or deafness.

Encourage Growth (3/Day). The ravenala whispers magical words of growth to nonmagical plants on a point it can see within 30 feet of it. The plants burst with life and spread rapidly. The area within 20 feet of that point becomes difficult terrain for 24 hours.

Ravenfolk

The creature's face resembles that of a great raven or crow, and it is covered in feathers from head to toe, though without wings.

The ravenfolk are an avian race of scoundrels, schemers, and sneaks—but they are much more than that. Long ago when Odin brokered the truce that brought peace among the gods, the wily deity magically created the ravenfolk from feathers plucked from his ravens Huginn (Thought) and Muninn (Memory). He placed this new race into the world alongside elves, dwarves, humans, and others to be his eyes and ears.

Odin's Children. To this day, the ravenfolk are Odin's agents and embody his thought and memory. They are thieves of objects, yes, but primarily, they are thieves of secrets. Their black feathers and long beaks are spotted on the road from place to place, trading information or helping to hatch plots. They are widely viewed as spies, informers, thieves, and troublemakers, but when the ravenfolk swear an oath, they abide by it. Odin grants the best of his ravenfolk magical runespears and runestaves, weapons enchanted to serve his messengers. The ravenfolk consider them special tokens meant for their use, and no one else's.

Flightless But Bold. Though they have no wings and normally cannot fly, the physiology of ravenfolk is strikingly similar to that of true avians. They stand roughly 5 feet tall and, because of their hollow bones, weigh just 95–105 pounds. Albino ravenfolk are often found in southern climates. Ravenfolk eat almost anything, but they prefer raw meat and field grains, such as corn, soy, and alfalfa. They even scavenge days-old carrion, a practice that repulses most other humanoids.

Feather Speech. The ravenfolk have two languages: a verbal language full of croaks and whistles and a language of feathers. Ravenfolk can communicate volumes without speaking a word through the dyeing, arrangement, preening, and rustling of their plumage. This language is inherent to ravenfolk, and though others may use magic to understand it, it can't be used by creatures without feathers.

Ravenfolk Scout

Medium Humanoid (Ravenfolk), Neutral

Armor Class 14 (studded leather)

Hit Points 27 (6d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	10 (+0)	10 (+0)	15 (+2)	12 (+1)

Saving Throws Wis +4

Skills Deception +3, Perception +6, Stealth +6

Senses darkvision 120 ft., passive Perception 16

Languages Common, Feather Speech, Ravenfolk

Challenge 1/2 (100 XP) **Proficiency Bonus** +2

Mimicry. The ravenfolk scout can mimic animal sounds and Humanoid voices. A creature that hears the sounds can tell they are imitations with a successful DC 13 Wisdom (Insight) check.

Actions

Peck. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) piercing damage.

Rapier. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Longbow. *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Ghost Wings. The ravenfolk scout furiously "beats" a set of phantasmal wings. Each creature within 5 feet of the ravenfolk must succeed on a DC 12 Dexterity saving throw or be blinded until the start of its next turn.

Ravenfolk Warrior

Medium Humanoid (Ravenfolk), Neutral

Armor Class 15 (studded leather armor)

Hit Points 78 (12d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	14 (+2)	10 (+0)	15 (+2)	10 (+0)

Saving Throws Dex +5, Wis +4

Skills Deception +2, Perception +4, Stealth +5

Senses darkvision 120 ft., passive Perception 14

Languages Common, Feather Speech, Ravenfolk

Challenge 3 (700 XP) **Proficiency Bonus** +2

Mimicry. As the ravenfolk scout, except the Wisdom (Insight) check DC is 12.

Rune-Powered Weapons. The ravenfolk's weapon attacks are magical. When the ravenfolk hits with any weapon, the weapon deals an extra 1d8 radiant damage (included in the attack).

ACTIONS

Multiattack. The ravenfolk warrior makes one Peck attack and one Runespear attack, or it makes two Longbow attacks. It can replace one attack with a use of Ghost Wings.

Peck. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) piercing damage plus 4 (1d8) radiant damage.

Runespear. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 4 (1d8) radiant damage.

Longbow. *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 4 (1d8) radiant damage.

Ghost Wings. As the ravenfolk scout, except the save DC is 13.

REACTIONS

Odin's Call (Recharge 6). When the ravenfolk warrior takes damage while below half its hp maximum, it moves up to half its speed without provoking opportunity attacks.

RAVENFOLK DOOM CROAKER

Medium Humanoid (Ravenfolk), Neutral

Armor Class 14 (studded leather)

Hit Points 88 (16d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	12 (+1)	18 (+4)	14 (+2)

Saving Throws Con +4, Wis +7

Skills Deception +5, Intimidation +5, Perception +10

Senses darkvision 120 ft., passive Perception 20

Languages Common, Feather Speech, Ravenfolk

Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Magic Resistance. The doom croaker has advantage on saving throws against spells and other magical effects.

Mimicry. As the ravenfolk scout, except the Wisdom (Insight) DC is 15.

Rune-Powered Weapons. As the ravenfolk warrior, except weapons deal 2d8 radiant damage (included in the attack).

ACTIONS

Multiattack. The doom croaker makes one Peck attack and one Runestaff attack, or it makes two Rune Blast attacks. It can replace one attack with a use of Ghost Wings or Prophetic Call, if available.

Peck. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) piercing damage plus 9 (2d8) radiant damage.

Runestaff. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning damage plus 9 (2d8) radiant damage.

Rune Blast. *Ranged Spell Attack:* +7 to hit, range 120 ft., one target. *Hit:* 17 (3d8 + 4) radiant damage.

Ghost Wings. As the ravenfolk scout, except the save DC is 15.

Prophetic Magic. The ravenfolk doom croaker can cast the *augury* spell and *thaumaturgy* cantrip at will, requiring no material components and using Wisdom as the spellcasting ability.

RAVENFOLK IN MIDGARD

If the ravenfolk of Midgard have a homeland, it is Beldestan to the East, on a branch of Wotan's tree in the North, or a high cliff of Horus' hidden temple in the South. They have settlements in Trollheim, Vidim, Domovogrod, Zobeck, Nuria Natal, and the Dragon Empire, but none are large.

They avoid the West and the Seven Cities most of the time and are highly honored in Nuria Natal, where they serve the temples of Horus as sworn guardians, assassins, and seekers of forgotten arcana. Some are said to be members of the Emerald Order, a society devoted to arcane mysteries.

Prophetic Caw (Recharge 6). The ravenfolk doom croaker caws a prophecy that sounds different to each listener. Each creature within 30 feet of the ravenfolk that can hear it must make a DC 15 Wisdom saving throw. Ravenfolk have advantage on the saving throw. On a failure, a creature hears a prophecy of its doom and is frightened for 1 minute. On a success, a creature hears a prophecy of its greatness and has advantage on the first attack roll it makes on each of its turns for 1 minute. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Redcap

This grizzled, weather-beaten creature looks like a sour old man, complete with scraggly beard. It carries a great pike and wears a blood-soaked hat and heavy boots shod with iron. It grins with massive yellow teeth.

Blood-Soaked Caps. Redcaps are exceedingly dangerous creatures who wear the mark of their cruelty and evil quite literally. The caps from which they take their name define their very existence—these caps must constantly be revived with fresh blood.

Compelled to Kill. Redcaps aren't cruel and murderous by choice, but by necessity. A redcap must frequently bathe its cap in fresh, humanoid blood to sustain itself. If it fails to do so every three days, the creature withers and dies quickly. A redcap whose hat is nearly dry is a desperate, violent force of nature that prefers to die in battle rather than waste away to nothing.

Bandits and Mercenaries. Most long-lived redcaps are drawn to serve in marauding armies or make a living through constant banditry.

Redcap

Medium Fey, Neutral Evil

Armor Class 15 (natural armor)

Hit Points 120 (16d8 + 48)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	17 (+3)	11 (+0)	13 (+1)	8 (−1)

Saving Throws Con +6

Skills Athletics +8, Intimidation +5

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, frightened

Senses darkvision 60 ft., passive Perception 11

Languages Common, Sylvan, Undercommon

Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Red Cap. The redcap must soak its cap in the blood of a Humanoid that has been dead for no more than 1 hour at least once every 3 days. Every 24 hours past the third day that it goes without soaking its cap in blood in this way, it suffers one level of exhaustion. This exhaustion can be reduced only when the redcap finishes a long rest after soaking its cap in fresh Humanoid blood, which reduces its exhaustion level to 0. If the redcap dies as a result of this exhaustion, it crumbles to dust.

Actions

Multiattack. The redcap makes one Bleeding Bite attack and two Pike attacks.

Bleeding Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage. If the target is a creature other than a Construct or Undead, it must succeed on a DC 15 Constitution saving throw or lose 7 (2d6) hp at the start of each of its turns due to a bleeding wound. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Any creature can take an action to stanch the wound with a successful DC 13 Wisdom (Medicine) check. The wound also closes if the target receives magical healing.

Pike. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 10 (1d10 + 5) piercing damage.

Bonus Actions

Solid Kick. The redcap kicks a Medium or smaller creature within 5 feet of it. The target must succeed on a DC 15 Strength saving throw or be knocked prone.

Rift Swine

This enormous pig is as large as an ox, and its mouth bristles with mismatched tusks. Its body is a lopsided mass of tumorous flesh that gives way to eyes and vestigial mouths, while long tentacles trail from its sides.

From time to time, a breach forms in the fabric of the multiverse, and the Material Plane is bathed in the energy of alien dimensions. Living creatures exposed to this incursion can undergo horrible mutations, turning into monstrous mockeries of their former shapes. One example of this phenomenon is the rift swine: once-ordinary pigs transformed into slavering horrors after being bathed in eldritch light.

Destructive Herds. Rift swine travel in small herds. Their effect on an area can be catastrophic—they eat nearly anything, possess a fiendish cunning, and delight in the destruction they cause. A rift swine has difficulty perceiving anything smaller than itself as a threat, leading it to attack most other creatures on sight and fighting until it is destroyed.

Abyssal Meat. Rumors of vast herds of hundreds of rift swine on strongly chaos-aligned planes, cultivated by the lords of those places as a food source, are thankfully unconfirmed.

Rift Swine

Large Aberration, Chaotic Neutral

Armor Class 15 (natural armor)

Hit Points 127 (15d10 + 45)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	17 (+3)	4 (−3)	12 (+1)	5 (−3)

Damage Resistances force, poison

Senses darkvision 60 ft., passive Perception 11

Languages —

Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Chaos Mutations. At the start of each of its turns, the rift swine's body experiences a mutation. Choose an option or roll a d6 to determine the type of mutation. The mutation lasts until the start of the rift swine's next turn.

- **1. Acid Boils.** The next creature that hits the rift swine with a melee attack while within 5 feet of the rift swine takes 3 (1d6) acid damage.
- **2. Acid Saliva.** The next melee attack the rift swine makes that hits a creature deals an extra 3 (1d6) acid damage to the creature.
- **3. Extra Eyes.** The rift swine has advantage on the next attack roll it makes.
- **4. Extra Hooves.** The rift swine's speed increases by 10 feet, and the rift swine doesn't provoke opportunity attacks when it moves out of an enemy's reach.
- **5. Second Heart.** The rift swine gains 10 (3d6) temporary hp.
- **6. Toughened Hide.** The rift swine has resistance to bludgeoning, piercing, or slashing damage (the rift swine's choice).

Dozens of Eyes. The rift swine has advantage on Wisdom (Perception) checks that rely on sight and on saving throws against being blinded. In addition, if the rift swine isn't blinded, creatures attacking it can't benefit from traits and features that rely on a creature's allies distracting or surrounding the rift swine, such as the Pack Tactics trait or Sneak Attack class feature.

Actions

Multiattack. The rift swine makes one Tusk attack and two Tentacle attacks, or it makes three Warping Bolt attacks.

Tusk. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage.

Tentacle. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage. If the target is a Medium or smaller creature, it is grappled (escape DC 14). Until this grapple ends, the target is restrained. The rift swine has two tentacles, each of which can grapple only one target.

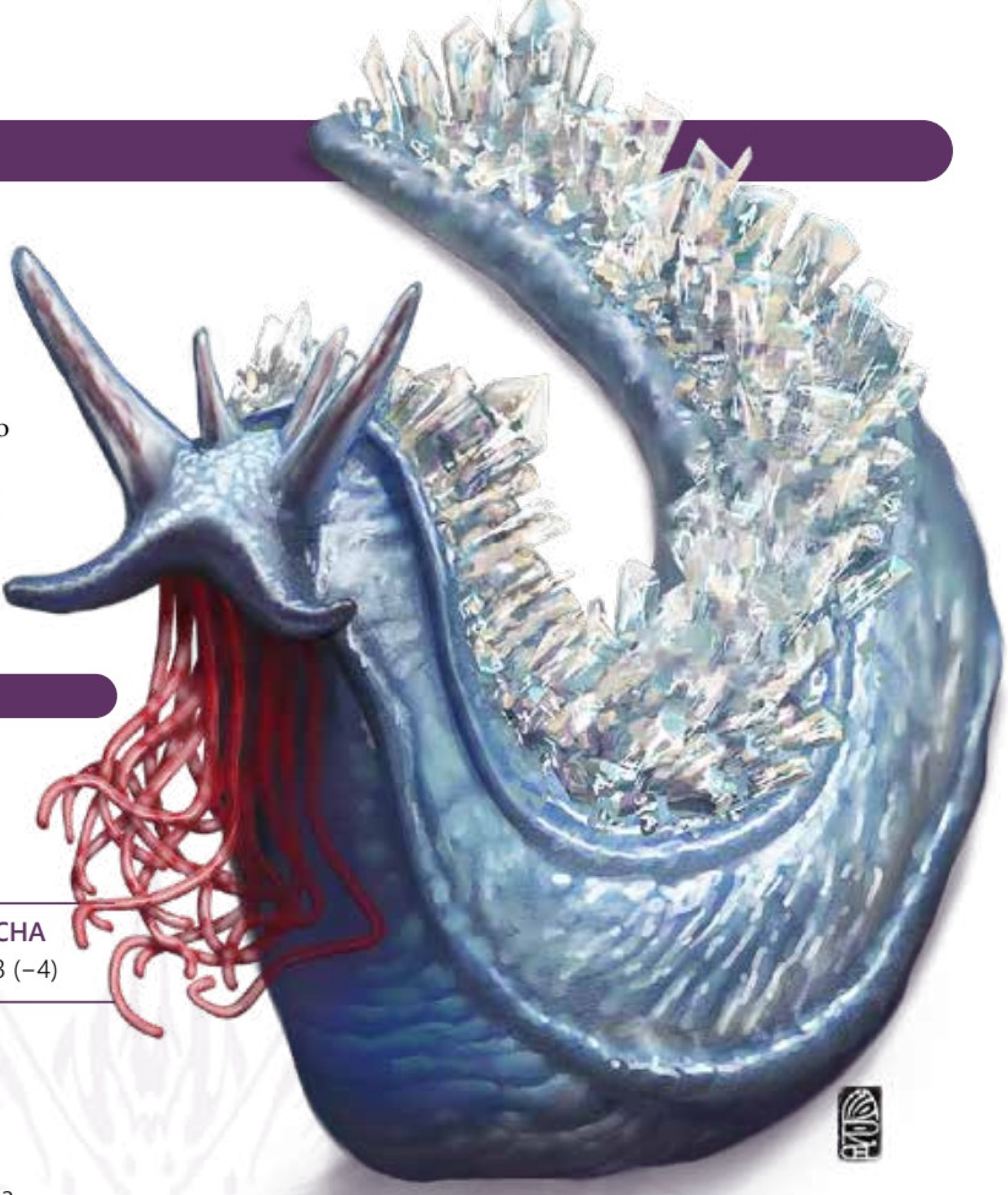
Warping Bolt. *Ranged Spell Attack:* +4 to hit, range 60 ft., one target. *Hit:* 11 (3d6 + 1) force damage, and the target must succeed on a DC 14 Constitution saving throw or have disadvantage on attack rolls as reality-warping energies temporarily distort its body.

Rime Worm

The long, crusty slug sparkles like ice, and long tendrils dangle from its gaping mouth.

Ice Burrowers. The rime worm's tendrils help it burrow through ice and snow as well as absorb sustenance from prey. Their pale, almost translucent, skin is coated with ice crystals, making them difficult to spot in their snowy habitat.

Spray Black Ice. The worms are fierce hunters, and their abilities to spray skewers of ice and freeze their prey make them extremely dangerous.



Rime Worm

Large Elemental, Unaligned

Armor Class 15 (natural armor)

Hit Points 114 (12d10 + 48)

Speed 30 ft., swim 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	19 (+4)	6 (−2)	14 (+2)	3 (−4)

Skills Stealth +5

Damage Immunities cold

Senses darkvision 120 ft., passive Perception 12

Languages —

Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Amphibious. The rime worm can breathe air and water.

Icy Body. A creature that touches the rime worm or hits it with a melee attack while within 5 feet of it takes 4 (1d8) cold damage.

Snow Camouflage. The rime worm has advantage on Dexterity (Stealth) checks made to hide in snowy terrain.

Snow Stride. The rime worm can burrow through nonmagical snow and ice in addition to sand, earth, and mud. In addition, difficult terrain composed of snow or ice doesn't cost it extra movement.

Actions

Multiattack. The rime worm makes two Rime Tendril attacks. It can replace one attack with a use of Freeze Prey.

Rime Tendril. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage plus 9 (2d8) cold damage. The target is grappled (escape DC 15) if it is a Medium or smaller creature and the rime worm doesn't have another creature grappled.

Freeze Prey. One creature grappled by the rime worm must succeed on a DC 15 Constitution saving throw or be petrified in ice for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. A petrified creature that takes fire damage has advantage on the saving throw.

Black Ice Spray (Recharge 5–6). The rime worm sprays slivers of ice in a 30-foot cone. Each creature in the area must make a DC 15 Constitution saving throw, taking 36 (8d8) cold damage on a failed save, or half as much damage on a successful one. The area then becomes icy, difficult terrain for 1 minute.

Rime Worm Grub

Medium Elemental, Unaligned

Armor Class 13 (natural armor)

Hit Points 45 (6d8 + 18)

Speed 30 ft., swim 30 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	4 (−3)	12 (+1)	3 (−4)

Skills Stealth +3

Damage Resistances cold

Senses darkvision 120 ft., passive Perception 11

Languages —

Challenge 1 (200 XP) **Proficiency Bonus** +2

Amphibious. The rime worm grub can breathe air and water.

Ravenous Larva. The rime worm grub can make an opportunity attack against any creature that leaves its reach, even if the creature takes the Disengage action. In addition, it has advantage on melee attack rolls against any creature that doesn't have all its hp.

Snow Camouflage. As the rime worm.

Snow Stride. As the rime worm.

Actions

Rime Tendril. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage plus 4 (1d8) cold damage.

Risen Reaver

A body that might once have been human now has four legs and nightmarishly long, thick arms. What's worse, its skin has been flayed off, revealing the dead muscle and sinew beneath.

Spirt of War. The risen reaver is an undead creature born from a warrior fallen on the battlefield. Its body becomes an avatar of combat, with four legs and a pair of long, heavy arms. In the process, it sheds its skin, becoming entirely undead muscle, bone, and sinew.

Absorb Weapons. When risen reavers take form, they absorb all weapons around them. Some of these weapons pierce their bodies, while others become part of the risen reaver's armament. Their four legs are tipped with blades on which they walk like metallic spiders. Their arms are covered in weaponry infused into their flesh, which they use to crush and flay any living creatures they encounter.

Battle Mad. Risen reavers are battle-maddened spirits of vengeance and slaughter, obsessed with the chaos of combat that led to their own death. They hunt the living with the sole purpose of killing, and they thrive on violence and murder. As they died, so should others die.

Risen Reaver

Large Undead, Chaotic Evil

Armor Class 15 (studded leather)

Hit Points 168 (16d10 + 80)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	20 (+5)	9 (−1)	7 (−2)	6 (−2)

Saving Throws Dex +6

Skills Perception +1

Senses darkvision 120 ft., passive perception 11

Languages the languages it knew in life

Challenge 7 (2,900 XP)

Proficiency Bonus +3

Blood Sense. The risen reaver can pinpoint the location of creatures that aren't Constructs or Undead within 60 feet of it and can sense the general direction of such creatures within 1 mile of it.

Undead Nature. The risen reaver doesn't require air, food, drink, or sleep.

Actions

Multiattack. The risen reaver makes three Bladed Fist attacks.

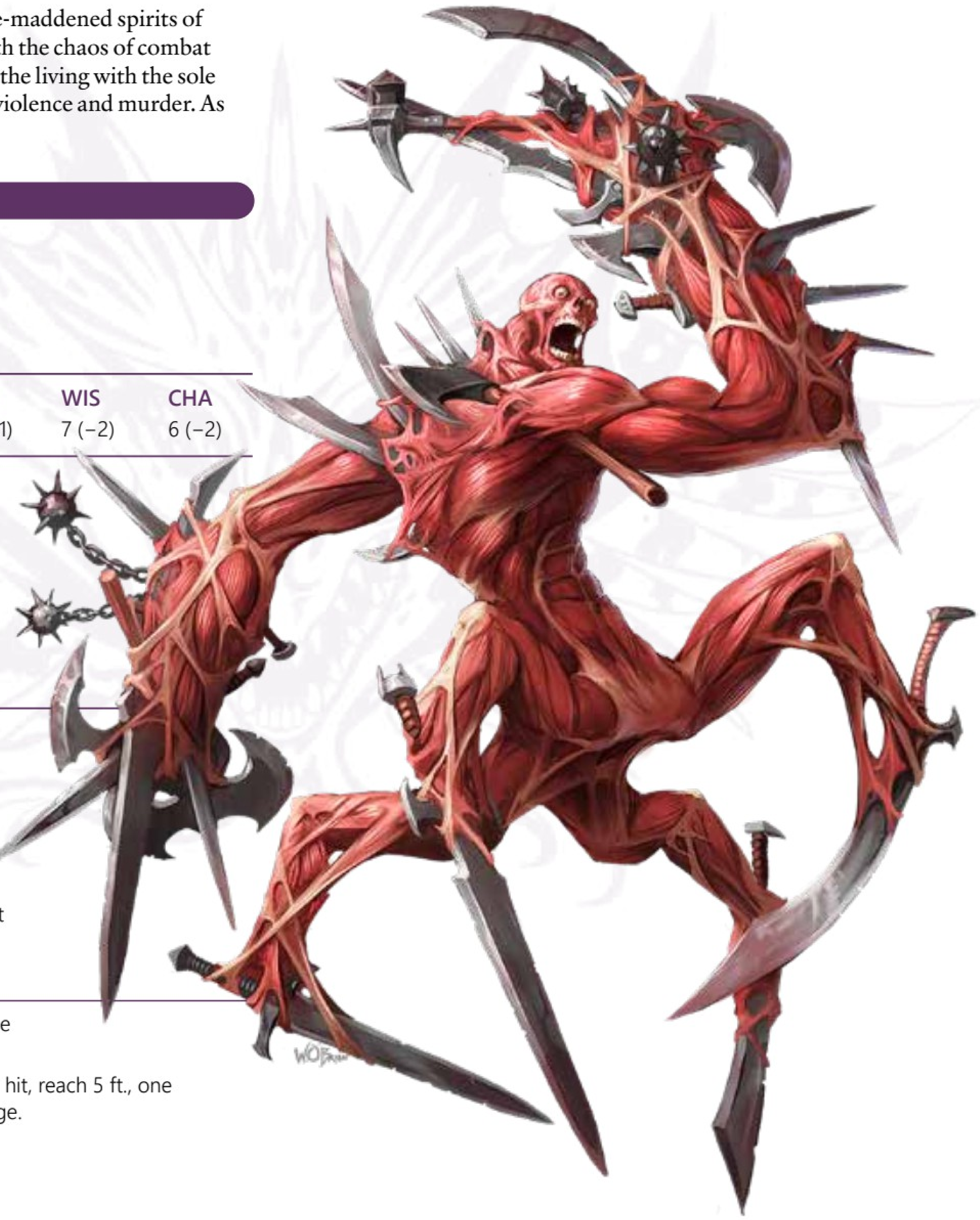
Bladed Fist. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) slashing damage.

Bonus Actions

Skitter. The risen reaver takes the Dash action.

Reactions

Infused Arsenal. When the risen reaver is hit with a nonmagical melee weapon or when it starts its turn in the same space as a nonmagical melee weapon that isn't being worn or carried, it absorbs the weapon into its body. If the weapon is being wielded by an attacker, the attacker must succeed on a DC 15 Strength saving throw or lose its weapon. For 1 minute, the reaver has resistance to the type of damage dealt by that weapon, and when it hits with its Bladed Fist, the fist deals an extra 2 (1d4) damage of the type dealt by the weapon. The reaver can absorb no more than three weapons in this way every 24 hours.



Roachling

The creature is humanoid but disturbingly roachlike. Its legs are too short, its arms too long, and its back is covered by a carapace. Atop those features is an incongruously humanlike face.

Combining the worst of human and cockroach qualities, these nimble creatures have a talent for stealth and for fighting dirty. Due to their natural resilience against disease, roachlings are comfortable with filth. "Good hygiene" is a foreign concept. This leaves most humanoids repulsed by the roachlings' smell.

Clever Combatants. Though skittish and easily frightened, roachlings are practical, not cowards. They understand survival often depends on remaining unseen and out of reach, and they are adept at hit-and-run tactics.

Cautious and Family-Oriented. Because most humanoids shun roachlings, they are naturally cautious around others, and they extend their trust to non-roachlings slowly. They live and associate with a tight-knit, extended family, which is led by a male or female roachling lord, and they put the needs of their community above all. A roachling away from or without a family often bonds with those it trusts most.

Fused Carapace. Roachlings have prominent, whip-like antennae, a carapace covering much of their backs, and small spines on their legs and arms. They have short, noticeably bowed legs, and their hair is dark. Their thick, hardened skin appears shiny and slightly oily, although it is dr. Roachlings have an internal skeleton, however, not the exoskeleton of a true insect.

Roachling Skirmisher

Small Humanoid (Roachling), Chaotic Neutral

Armor Class 13 (natural armor)

Hit Points 21 (6d6)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	11 (+0)	10 (+0)	9 (−1)	8 (−1)

Saving Throws Dex +4, Con +2

Skills Acrobatics +4, Stealth +6

Condition Immunities poisoned

Senses darkvision 60 ft., tremorsense 10 ft., passive Perception 9

Languages Common

Challenge 1/4 (50 XP) **Proficiency Bonus** +2

Hardy. The roachling is immune to diseases and has advantage on Constitution saving throws.

Unpleasant Scent. The roachling has disadvantage on Wisdom (Animal Handling) checks when interacting with Beasts and on Charisma checks when interacting with Humanoids. If the roachling bathes meticulously, it loses this trait for 24 hours.

Actions

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Dart. *Ranged Weapon Attack:* +4 to hit, range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Roachling Lord

Small Humanoid (Roachling), Chaotic Neutral

Armor Class 15 (natural armor)

Hit Points 63 (14d6 + 14)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	12 (+1)	10 (+0)	10 (+0)	10 (+0)

Saving Throws Dex +5, Con +3

Skills Acrobatics +5, Stealth +7

Condition Immunities poisoned

Senses darkvision 60 ft., tremorsense 10 ft., passive Perception 10

Languages Common

Challenge 2 (450 XP) **Proficiency Bonus** +2

Hardy. As the roachling skirmisher.

Unpleasant Scent. As the roachling skirmisher.

Actions

Multiattack. The roachling lord makes two Begrimed Shortsword or Begrimed Dart attacks.

Begrimed Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage plus 3 (1d6) poison damage.

Begrimed Dart. *Ranged Weapon Attack:* +5 to hit, range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage plus 3 (1d6) poison damage.

Rotting Wind

A noxious wind brings a chilling gust to the air, turning nearby foliage to rot.

Air of Tombs. A rotting wind is an undead creature made up of the foul air and grave dust sloughed off by innumerable undead creatures within lost tombs and grand necropolises.

Scouts for Undead Armies. A rotting wind carries the foul stench of death upon it, sometimes flying before undead armies and tomb legions or circling around long-extinct cities and civilizations.

Withering Crops. Rotting winds sometimes drift mindlessly across a moor or desert, blighting all life they find and leaving only famine and death in their wake. This is especially dangerous when they drift across fields full of crops. They can destroy an entire harvest in minutes.

Rotting Wind

Large Undead, Neutral Evil

Armor Class 15

Hit Points 110 (13d10 + 39)

Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	20 (+5)	16 (+3)	7 (–2)	12 (+1)	10 (+0)

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, grappled, frightened, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses blindsight 60 ft. (blind beyond this), passive Perception 11

Languages —

Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Air Form. The rotting wind can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

Invisibility. The rotting wind is invisible.

Poisonous Aura. The rotting wind radiates an aura of poison and decay that slowly pollutes the area within 30 feet of it. Each hour the rotting wind stays in a place, nonmagical plants in the aura begin to wither, and water in the aura becomes poisoned. Nonmagical plants in the aura for 24 hours die. A creature that drinks water poisoned by the aura must succeed on a DC 14 Constitution saving throw or contract the *tomb rot* disease (see the Tomb Rot trait). Creatures immune to the poisoned condition are immune to this disease.

Tomb Rot. A creature infested with this disease manifests symptoms 1d4 days after infection, which include muscle weakness and rotten-smelling breath as its body rots from the inside out. Until the disease is cured, at the end of each long rest, the infected creature must succeed on a DC 14 Constitution saving throw or take 10 (3d6) necrotic damage and suffer one level of exhaustion. This exhaustion lasts until the creature finishes a long rest after the disease is cured. A creature that succeeds on two saving throws recovers from the disease.

Undead Nature. The rotting wind doesn't require air, food, drink, or sleep.

Actions

Multiattack. The rotting wind makes two Wind of Decay attacks. If both attacks hit one creature, the target must succeed on a DC 14 Constitution saving throw or contract the *tomb rot* disease (see the Tomb Rot trait).

Wind of Decay. *Melee Weapon Attack:* +8 to hit, reach 0 ft., one target in the rotting wind's space. *Hit:* 12 (2d6 + 5) bludgeoning damage plus 10 (3d6) necrotic damage.

Sand Silhouette

A person made of sand emerges from the dune, a sandstorm of wailing souls swirling around it.

Sand silhouettes are spirits of those who died in desperation in sandy ground, buried during sandstorms, thrown into dry wells, or the victims of a dune collapse.

Sand Bodies. If disturbed or agitated, these restless souls cause the sand around them to swirl and form into a loose vortex that vaguely resembles their physical body in life. They can control these shapes as they controlled their physical bodies.

Traceless Movement. Sand silhouettes glide through the sand without leaving a trace or creating any telltale sign of their approach, which makes it easy for them to surprise even cautious travelers with sudden attacks from below.

SAND SILHOUETTE

Medium Undead, Neutral Evil

Armor Class 15 (natural armor)

Hit Points 105 (14d8 + 42)

Speed 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+2)	17 (+3)	7 (−2)	12 (+1)	10 (+0)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities necrotic, poison

Condition Immunities exhaustion, frightened, poisoned

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 11

Languages the languages it knew in life

Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Sand Camouflage. The sand silhouette has advantage on Dexterity (Stealth) checks made to hide in desert terrain.

Sand Form. The sand silhouette can move through a space as narrow as 1 inch wide without squeezing.

Sand Glide. The sand silhouette can burrow through nonmagical, loose sand without disturbing the material it is moving through.

Undead Nature. The sand silhouette doesn't require air, food, drink, or sleep.

Water Hypersusceptibility. For every 5 feet the sand silhouette moves in water, or for every gallon of water splashed on it, it takes 2 (1d4) cold damage. In addition, the silhouette takes 10 cold damage when it starts its turn at least partially submerged in water.

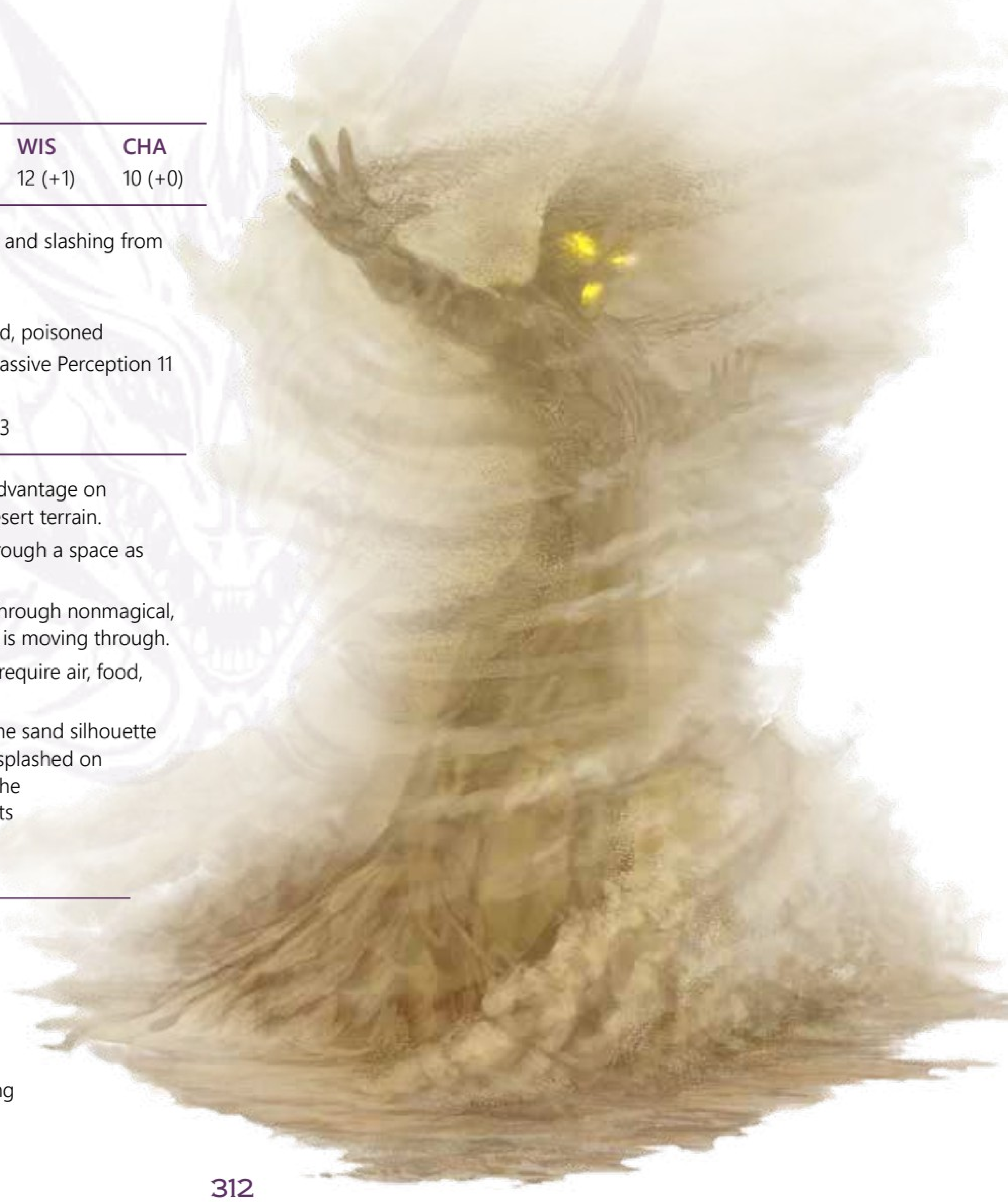
ACTIONS

Multiattack. The sand silhouette makes two Slam attacks. If both attacks hit a Medium or smaller target, the target is grappled (escape DC 15), and the silhouette uses its Engulf on the target.

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (3d6 + 4) bludgeoning damage plus 3 (1d6) necrotic damage.

Engulf. The sand silhouette engulfs a Medium or smaller creature grappled by it. The engulfed target is blinded and restrained, and it must succeed on a DC 15 Constitution saving throw at the start of each of the sand silhouette's turns or take 10 (3d6) necrotic damage. If the sand silhouette moves, the engulfed target moves with it. The sand silhouette can have only one creature engulfed at a time.

Haunted Haboob (3/Day). The sand silhouette creates a storm of whirling sand and wailing souls around itself. The storm is a 10-foot-radius, 30-foot-tall cylinder centered on the silhouette and moves with the silhouette for 1 minute, until it ends the storm as a bonus action, or until its concentration ends (as if concentrating on a spell). The sandstorm's area is lightly obscured, and a creature that starts its turn in the sandstorm's area or enters it for the first time on a turn must succeed on a DC 15 Wisdom saving throw or take 3 (1d6) necrotic damage and be frightened for 1 minute. An engulfed creature automatically succeeds on this saving throw. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.



Sandman

Stick-thin and moon-faced with a raptor's eyes and a mane of hawk feathers, this grinning humanoid pirouettes as nimbly as a dancer. Between its long, taloned fingers trickles sand that gleams with the cold light of stars.

Bringers of Nightmares. Sandmen are sinister-looking bringers of sleep and dreams. Visiting the mortal world each night, sandmen ensure that their targets slumber deeply and experience vivid dreams that swell the dream realm's power. Some sandmen develop a talent for a specific flavor of dream; fantasies of lost love or childhood, prophecies and religious visions, or terrible nightmares.

Abduct Dreamers. Powerful dreamers attract both the attention and the protection of sandmen: children, madmen, would-be tyrants, and heroes. They protect such charges fiercely but have also been known to abduct them, taking them on wild adventures to inspire yet greater dreams. To them, all dreams are vital and good, be they uplifting or terrifying. Although they bring horrific nightmares as well as idyllic dreams, sandmen are not specifically baneful. Their actions are motivated by their connection to the dream realm, not by concerns over good and evil.

Ethereal Dreamscapes. When not on the Material Plane, sandmen ride bubble-like dreamscapes through the Ethereal Plane, breaching the Sea of Possibilities, nurturing and harvesting its contents. Sandmen are a common and welcome sight in markets across the Fey Realms, elemental planes, and even in Hell—anywhere that dreams or nightmares are a valuable commodity. They are merciless to any who threaten the sanctity of dreams, but especially dream eaters (see page 148).

Sandman

Medium Celestial, Chaotic Neutral

Armor Class 14

Hit Points 82 (11d8 + 33)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	19 (+4)	16 (+3)	13 (+1)	14 (+2)	19 (+4)

Saving Throws Wis +5, Cha +7

Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison, psychic

Condition Immunities charmed, exhaustion, frightened, poisoned, unconscious

Senses truesight 60 ft., passive Perception 12

Languages Common, Celestial, Umbral, telepathy 60 ft.

Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Magic Resistance. The sandman has advantage on saving throws against spells and other magical effects.

Stuff of Dreams. Made partially from dreams and imagination, the sandman isn't fully real. Any critical hit against the sandman is a normal hit.

Actions

Multiattack. The sandman makes two Claw attacks. It can replace one attack with a use of Dreamer's Sand, if available.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage plus 7 (2d6) psychic damage. Damage from this attack doesn't wake an unconscious creature, unless the unconscious creature is below half its hp maximum. If the sandman scores a critical hit, the target is cursed with the eye-closer's curse. While cursed, the creature is blinded until it finishes a long rest or until the curse is lifted by *remove curse* or similar magic.

Encourage Dreams (Recharge 5–6). The sandman encourages powerful dreams in the minds of up to three unconscious creatures it can see within 30 feet of it. Each target must make a DC 15 Charisma saving throw. On a failure, nightmares fill the target's mind, and the target takes 35 (10d6) psychic damage, wakes from its sleep, and is frightened for 1 minute. On a success, pleasant dreams fill the target's mind, and the target regains 10 (3d6) hp and can choose to remain unconscious or awaken. A frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Dreamer's Sand (Recharge 5–6). The sandman throws magical sand in a 30-foot cone. Each creature in that area must succeed on a DC 15 Constitution saving throw or fall unconscious for 10 minutes. This effect ends for a creature if the creature takes damage or another creature uses an action to wake it.

Sandwyrm

The large, bleached bones protruding from the desert sand suddenly shift and reveal themselves to be the boney spikes of a great reptile.

Hidden by Sand. These lethargic, horned, yellow-scaled lizards spend most of their lives underground, lying in wait under the desert sand with their long-necked, spine-tailed bulk hidden below the surface. Only the long, jagged bones lining their backs are exposed. These bones resemble a sun-bleached ribcage so perfectly that it attracts carrion birds—and curious travelers. When prey passes between the "ribs," the sandwyrm snaps the rows of bone tightly over its prey. Once its victim is restrained, the sandwyrm paralyzes its meal with repeated stings before carrying it away.

Torpid and Slow. Sandwyrms sometimes wait for weeks in torpid hibernation before footsteps on the sand alert it to a fresh meal approaching. To guard against lean weeks, sandwyrms store excess prey in subterranean lairs. They're not above eating carrion if fresh meat isn't available. When outmatched in a fight, sandwyrms retreat to their lairs with their paralyzed prey.

Peculiar Drakes. Sandwyrms evolved as an offshoot to drakes or wyverns rather than from true dragons; their anatomy suggests they were originally four-limbed creatures and that their forearms are recent additions to the animal's body. The bones on their backs may have once been wings, suggesting that sandwyrms are the remnants of some primordial, winged reptiles that migrated to the deep deserts.

Sandwyrm

Large Dragon, Unaligned

Armor Class 15 (natural armor)

Hit Points 142 (15d10 + 60)

Speed 20 ft., burrow 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	18 (+4)	5 (−3)	13 (+1)	8 (−1)

Skills Perception +7, Stealth +4

Senses darkvision 60 ft., tremorsense 120 ft., passive Perception 17

Languages —

Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Actions

Multiattack. The sandwyrm makes one Bite attack, one Gore attack, and one Stinger attack.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 12 (2d6 + 5) piercing damage.

Gore. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 11 (1d12 + 5) piercing damage.

Stinger. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one creature. *Hit:* 9 (1d4 + 5) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 14 (4d6) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hp, the target is stable but poisoned for 1 hour, even after regaining hp, and is paralyzed while poisoned in this way.

Reactions

Spine Trap. When the sandwyrm is burrowed just below the surface of sand with its back spines exposed and a Medium or smaller creature enters the spines' space, the sandwyrm closes the spines on the creature. The creature must succeed on a DC 15 Dexterity saving throw or be restrained. When the sandwyrm moves, a restrained creature moves with it. The sandwyrm can have only one creature restrained at a time. A creature, including the restrained creature, can take an action to free the restrained creature by succeeding on a DC 15 Strength check.

Sap Demon

The axe mark in the tree oozes with viscous sap that forms into a small, vaguely humanoid shape at the tree's roots. It half walks and half flows forward.

Tree Oozes. Despite the name, sap demons aren't true demons. They are sentient oozes that form when an enchanted tree is cut or injured. A few hours after the injury, they pool into a shape that vaguely resembles their tree's attacker; if the tree cutter had a beard, the sap demon's human-like head drips in the vague shape of a beard. After dispatching the tree's attacker, most sap demons return to the tree, though some remain curious or malevolent enough to continue exploring the world.

Reckless Possessors. A sap demon earns its name from its ability to possess another creature by oozing down its throat. Once inside, the sap demon makes the host bleed as the tree bled and is reckless with the body. However, no matter how the body is bandaged or cured, the host perpetually bleeds.

SAP DEMON

Small Ooze, Chaotic Evil

Armor Class 13 (natural armor)

Hit Points 81 (18d6 + 18)

Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	6 (−2)	12 (+1)	7 (−2)	14 (+2)	7 (−2)

Damage Resistances bludgeoning

Damage Immunities acid

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone

Senses blindsight 90 ft. (blind beyond this radius), passive Perception 12

Languages —

Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Amorphous. The sap demon can move through a space as narrow as 1 inch wide without squeezing.

Ooze Nature. The sap demon doesn't require sleep.

Season's Change. If the sap demon takes fire damage, its speed is increased by 10 feet until the end of its next turn. If it takes cold damage, its speed is reduced by 10 feet until the end of its next turn.

ACTIONS

Multiattack. The sap demon makes two Slam or Lob Sap attacks. If both Slam attacks hit a Medium or smaller creature, the creature is grappled (escape DC 12).

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) bludgeoning damage plus 7 (2d6) acid damage.

Lob Sap. *Ranged Weapon Attack:* +4 to hit, range 20/60 ft., one target. *Hit:* 12 (3d6 + 2) bludgeoning damage, and the target's speed is reduced by 10 feet until the end of its next turn.

Soul Sap (Recharge 6). One humanoid the sap demon is grappling or that is incapacitated within 5 feet of the sap demon must succeed on a DC 12 Constitution saving throw or be possessed by the sap demon. The sap demon then disappears, and the target is incapacitated and loses control of its body. The sap demon now controls the body but doesn't deprive the target of awareness. The ooze can't be targeted by any attack, spell, or other effect, except ones that restore a creature's hp maximum. The ooze retains its Intelligence, Wisdom, and Charisma and condition immunities. It otherwise uses the possessed target's statistics, but doesn't gain access to the target's knowledge, class features, or proficiencies.

While possessed, the target's body seeps blood out of its ears, nose, and eyes, and the target takes 2 (1d4) acid damage at the end of each hour. Its hp maximum is also reduced by that amount. This reduction lasts until the target finishes a long rest after the possession ends. The possession lasts until the body drops to 0 hp, the ooze ends it as a bonus action, or the ooze is forced out by an effect like the *greater restoration* spell. When the possession ends, the ooze reappears in an unoccupied space within 5 feet of the body. The target is immune to this sap demon's Soul Sap for 24 hours after succeeding on the saving throw or after the possession ends.

Sarcophagus Slime

The sarcophagus opens to reveal an eerie, scintillating light. Wisps of gelid amber ectoplasm undulate outward from a quivering mass with a blackened skull at its center.

Vigilant Slime. Sarcophagus slimes are amorphous undead guardians placed in the tombs of the powerful to guard them and to wreak terrible vengeance on would-be defilers of the ancient crypts. The slimes seethe with baleful energy, and their blackened skulls retain a simple watchfulness.

Muddled Origins. Many sages speculate that the first sarcophagus slime was spawned accidentally, in a mummy creation ritual that gave life to the congealed contents of canopic jars rather than the intended, mummified body. Others maintain sarcophagus slime was created by a powerful necromancer-pharaoh bent on formulating the perfect alchemical sentry to guard his crypt.

Death to Tomb Robbers. These ectoplasmic slimes are the bane of burglars and a constant danger for excavators and antiquarians exploring ruins or tombs. The rituals for their creation have not been entirely lost; modern necromancers still create these undead abominations for their own fell purposes, and tomb robbers are turned into slimes if they lack proper caution.

Sarcophagus Slime

Medium Undead, Neutral Evil

Armor Class 11

Hit Points 102 (12d8 + 48)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	18 (+4)	3 (−4)	12 (+1)	12 (+1)

Saving Throws Wis +4, Cha +4

Skills Stealth +4

Damage Resistances acid, necrotic

Damage Immunities poison

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, poisoned, prone

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 11

Languages —

Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Amorphous. The sarcophagus slime can move through a space as narrow as 1 inch wide without squeezing.

Undead Nature. The sarcophagus slime doesn't require air, food, drink, or sleep.

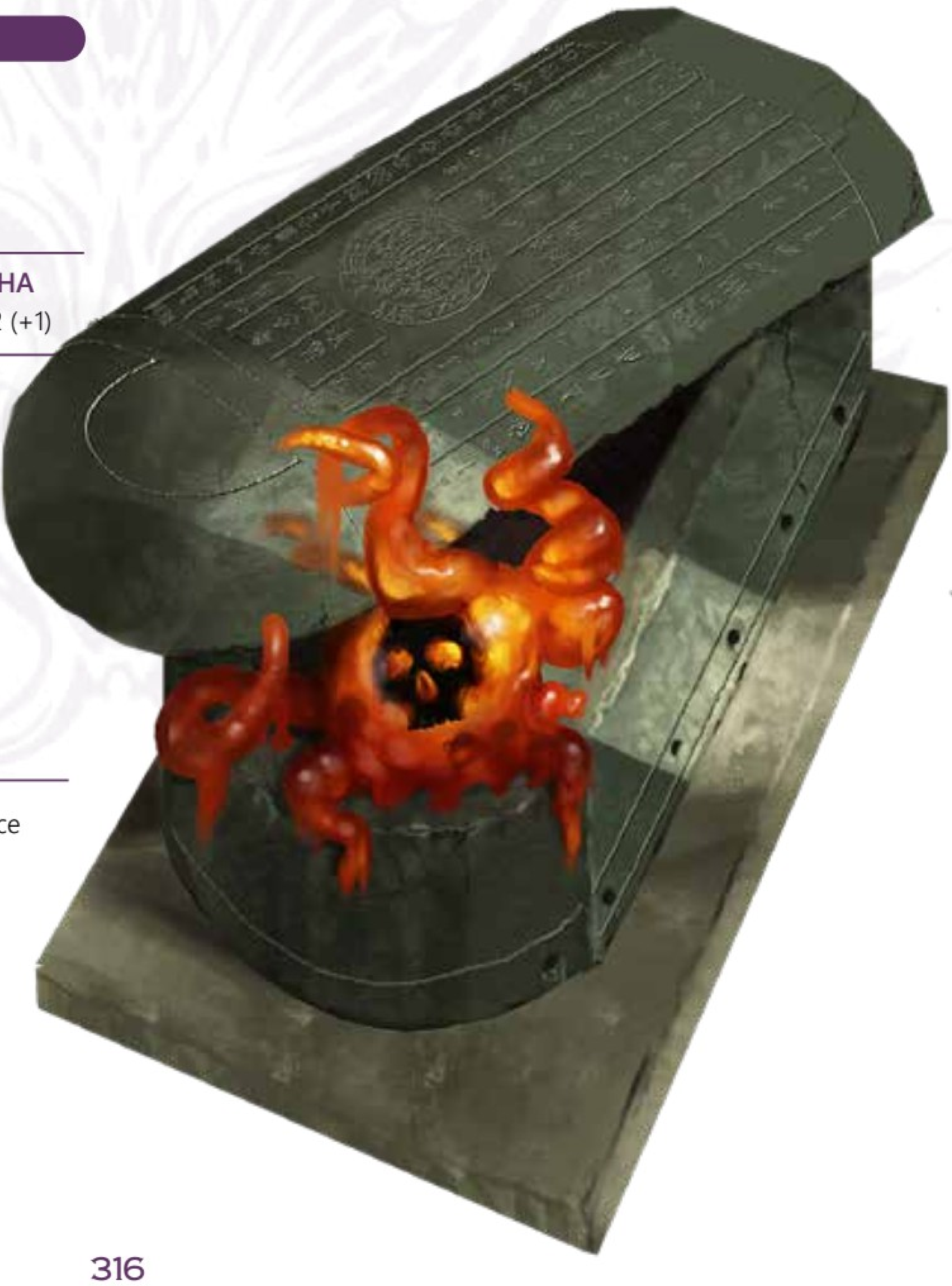
Actions

Multiattack. The sarcophagus slime can use its Frightful Presence. It then makes two Slam attacks. It can replace one Slam attack with a use of Corrupting Gaze.

Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) bludgeoning damage plus 9 (2d8) acid damage.

Corrupting Gaze. One creature the sarcophagus slime can see within 30 feet of it must make a DC 15 Constitution saving throw, taking 18 (4d8) necrotic damage on a failed save, or half as much damage on a successful one. The target's hp maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hp maximum to 0. A Humanoid slain by this effect rises 24 hours later as a sarcophagus slime, unless the Humanoid is restored to life or its body is destroyed.

Frightful Presence. Each creature of the sarcophagus slime's choice that is within 60 feet of the sarcophagus slime and aware of it must succeed on a DC 15 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the sarcophagus slime's Frightful Presence for the next 24 hours.



Sathaq Worm

This titanic worm's rocky hide is rough and hard as stone. Its yawning gullet writhes with miniature worms like itself.

Elemental Predators. Sathaq worms are nightmarish predators from the Plane of Elemental Earth with rugged brown hide embedded with stones. They devour stone and flesh with equal ease.

Guts Filled with Larvae. Sathaq worms are solitary; they approach each other only to mate. Their young incubate inside the worms' gullets. Creatures they swallow are simultaneously digested by the parent worm and devoured by the larvae.

Painful Presence. Ultrasonic noise and magical ripples that tear at flesh and bone make the very presence of a sathaq worm extremely uncomfortable for creatures of the Material Plane.

Sathaq Worm

Huge Elemental, Neutral Evil

Armor Class 16 (natural armor)

Hit Points 149 (13d12 + 65)

Speed 20 ft., burrow 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	6 (−2)	20 (+5)	5 (−3)	12 (+1)	9 (−1)

Skills Perception +5, Stealth +2

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities acid, poison

Condition Immunities exhaustion, paralyzed, petrified, poisoned

Senses tremorsense 60 ft., passive Perception 15

Languages understands Deep Speech and Terran but can't speak

Challenge 10 (5,900 XP) **Proficiency Bonus** +4

Agonizing Aura. The sathaq worm emits ultrasonic noise and minor vibrations that cause pain and subtly disrupt the functions of most creatures. A creature that starts its turn within 15 feet of the sathaq worm must succeed on a DC 17 Constitution saving throw or have disadvantage on attack rolls until the start of its next turn. Creatures with resistance or immunity to thunder damage automatically succeed on the saving throw.

Earth Glide. The sathaq worm can burrow through nonmagical, unworked earth and stone. While doing so, the worm doesn't disturb the material it moves through.

Earthen Camouflage. The sathaq worm has advantage on Dexterity (Stealth) checks made to hide in sandy, muddy, or rocky terrain.

Siege Monster. The sathaq worm deals double damage to objects and structures.

Actions

Multiattack. The sathaq worm makes one Bite attack and two Slam attacks, or it makes three Slam attacks. It can replace its Bite attack with a use of Swallow.

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 24 (4d8 + 6) piercing damage, and the target is grappled (escape DC 17). Until this grapple ends, the target is restrained, and the sathaq worm can't Bite another target.

Slam. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage.

Swallow. The sathaq worm makes one Bite attack against a Large or smaller creature it is grappling. If the attack hits, the target is also swallowed, and the grapple ends. While swallowed, the target is blinded and restrained, it has total cover against attacks and other effects outside the worm (including the worm's Agonizing Aura), and takes 10 (3d6) piercing damage and 10 (3d6) acid damage at the start of each of the sathaq worm's turns. The sathaq worm can have only one creature swallowed at a time.

If the sathaq worm takes 30 damage or more on a single turn from the swallowed creature, the sathaq worm must succeed on a DC 15 Constitution saving throw at the end of that turn or regurgitate the creature, which falls prone in a space within 5 feet of the sathaq worm. If the sathaq worm dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 10 feet of movement, exiting prone.

Savager

A porcupine-quilled creature built like a grizzly bear with claws and fangs like scimitars rises on its hind legs. Its forelegs are mangled and scabbed, and its eyes shine with hatred and anticipation.

Driven by Dark Spirits. While many druids claim these bear-like animals are not cursed or enchanted, the savager's habit of killing any living creature on sight is not natural behavior. Hunger doesn't explain their attacks, since savagers eat only part of their kills before abandoning the meal and looking for other animals to attack. Some dark forest spirit drives them.

Gnaws Itself. When there are no other creatures nearby to attack, a savager gnaws on its own forelimbs, resulting in scabs, scars, and calluses so thick and numb that they protect the savager from even the sharpest of swords.

Rare Meetings. The only creature a savager won't attack on sight is another savager, giving each other a wide berth or meeting briefly to produce young. A savager litter contains anywhere from ten to twenty-five cubs, all of them born able to walk and fend for themselves.

Savager

Large Beast, Neutral Evil

Armor Class 17 (natural armor)

Hit Points 105 (10d10 + 50)

Speed 40 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	14 (+2)	21 (+5)	2 (−4)	10 (+0)	13 (+1)

Saving Throws Dex +5, Con +8

Skills Perception +3

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, frightened

Senses darkvision 60 ft., passive Perception 13

Languages —

Challenge 8 (3,900 XP) **Proficiency Bonus** +3

Mighty Swing. If the savager doesn't move during its turn, it has advantage on the next Claw attack it makes before the start of its next turn.

Spines. A creature that touches the savager or hits it with a melee attack while within 5 feet of it takes 5 (2d4) piercing damage. In addition, a creature grappled by or grappling the savager takes 5 (2d4) piercing damage at the start of the savager's turn.

Actions

Multiattack. The savager makes one Bite attack and two Claw attacks. If both Claw attacks hit one creature, the target must succeed on a DC 15 Strength saving throw or take 9 (2d8) slashing damage as the savager rips into the target.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 19 (2d12 + 6) piercing damage.

Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 6) slashing damage.

Scheznyki

The small, dwarf-like creature is bootless with broken, dirty toenails and wearing rough burlap and a leather tam hat. It brandishes a pick as it grins maliciously.

Corrupted Dwarves. These small, vicious, dwarf-like fey haunt abandoned quarries and ancient ruins, killing and robbing unsuspecting visitors. Legend says the scheznykis are lazy dwarves corrupted by the fey, though others claim that these are dwarves who swore allegiance to fey lords and ladies long ago.

Magical Hats. Scheznykis prize their tam hats and viciously hunt down any who steal their hats. When a scheznyki dies or if its hat is separated from it for more than 24 hours, some of the scheznyki's magic imbues the hat (see Scheznyki's Hat sidebar).

Arcane Beards. The majority of a scheznyki's magic is tied to its beard, and its beard hair is a valuable component for creating exotic inks. If the majority of its beard is cut off, the scheznyki can't cast spells until its beard regrows. If the scheznyki loses its hat and beard within the same 24-hour period, it falls into a deep, wasting coma and dies in 24 hours, crumbling to dust. If its beard is magically mended or regrown, or its hat restored to its head before this happens, the scheznyki recovers immediately.

Scheznyki

Small Fey, Chaotic Evil

Armor Class 16 (natural armor)

Hit Points 135 (18d6 + 72)

Speed 20 ft., climb 15 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	15 (+2)	18 (+4)	15 (+2)	16 (+3)	16 (+3)

Saving Throws Str +7, Con +7

Condition Immunities unconscious

Senses darkvision 60 ft., passive Perception 13

Languages Common, Dwarvish, Sylvan

Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Beard Weakness. A creature grappling the scheznyki can take its action to cut off the scheznyki's beard by succeeding on a DC 15 Strength check while holding an edged weapon. If its beard is cut off, the scheznyki can't use Spellcasting until its beard regrows.

Brute. A melee weapon deals one extra die of its damage when the scheznyki hits with it (included in the attack).

Magic Resistance. The scheznyki has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The scheznyki makes three War Pick or Arcane Bolt attacks. It can replace one attack with a use of Spellcasting.

War Pick. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage.

Arcane Bolt. *Ranged Spell Attack:* +6 to hit, range 60 ft., one target. *Hit:* 13 (3d6 + 3) force damage.

Invisibility. The scheznyki magically turns invisible until it attacks or casts a spell, or until its concentration ends (as if concentrating on a spell). Any equipment it wears or carries is invisible with it.

Spellcasting. The scheznyki casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 14):

At will: *dancing lights*, *faerie fire*

3/day each: *locate object*, *hideous laughter*, *ray of enfeeblement*

1/day each: *dispel magic*, *hold person*

Scheznyki's Hat

When a scheznyki dies or 24 hours after its hat is stolen, its hat is imbued with the scheznyki's magic and becomes a *vanisher hat*.

Vanisher Hat

Wondrous Item, Uncommon (Requires Attunement)

This plain hat appears to be a rough burlap tam. A creature that can see through illusions sees the hat as a golden, bejeweled coronet. While wearing this hat, you can use an action to speak its command word to become invisible and gain a flying speed of 40 feet for up to 1 minute. Anything you are wearing or carrying is invisible with you. You remain invisible and capable of flying until you repeat the command word as an action or until you attack or cast a spell. Once used, the hat can't be used again until the next dawn.

Night

These midnight-black scorpions have a bright-red stripe on their tails, signaling the crippling poison within.

Blinding Poison. This aptly named arachnid hunter blinds victims with a dose of its crippling poison. It feeds on whole camels when given the chance, but it more commonly devours goats, sheep, and people. It hunts by night, when its senses are most effective.

Underdark Giants. The species is common in deep caves and underworld realms. They are eight feet long with a seven-foot tail and daggerlike stinger. They weigh up to 200 pounds.

Valuable Venom. Night scorpion venom is highly prized and can command upwards of 400 gp per dose.

Night Scorpion

Large Beast, Unaligned

Armor Class 14 (natural armor)

Hit Points 90 (12d10 + 24)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	14 (+2)	1 (−5)	9 (−1)	3 (−4)

Senses blindsight 60 ft., passive Perception 9

Languages —

Challenge 3 (700 XP) **Proficiency Bonus** +2

Actions

Multiattack. The scorpion makes two Claw attacks and one Sting attack.

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 6 (1d8 + 2) bludgeoning damage, and the target is grappled (escape DC 12). The scorpion has two claws, each of which can grapple only one target.

Sting. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 7 (1d10 + 2) piercing damage, and the target must make a DC 12 Constitution saving throw. On a failure, the target takes 7 (2d6) poison damage and is blinded for 1 hour. On a success, a creature takes half the damage and isn't blinded. If the target fails the saving throw by 5 or more, it is also poisoned for 1 minute, and it is paralyzed while poisoned in this way. A poisoned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Stygian Fat-Tailed

The scorpion's black carapace gleams in the desert sun, and its tail drips translucent venom.

Highly Venomous. Known for its small size and aggressive behavior, the Stygian fat-tailed scorpion brings a swift death to those who feel its toxic sting.

Pit Traps. A Stygian fat-tailed scorpion is no more than a foot long, with a tail about the same length. It weighs no more than five pounds for the largest specimens. They make excellent guard animals that require little food or care, and they are often kept at the bottom of pits or in rarely used tunnels.

Valuable Venom. A dose of fat-tailed scorpion venom can be worth 4,000 gp or more to the right buyer.

Stygian Fat-Tailed Scorpion

Tiny Beast, Unaligned

Armor Class 14 (natural armor)

Hit Points 63 (14d4 + 28)

Speed 30 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
3 (−4)	14 (+2)	15 (+2)	1 (−5)	10 (+0)	2 (−4)

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 3 (700 XP) **Proficiency Bonus** +2

Actions

Multiattack. The Stygian fat-tailed scorpion makes two Claw attacks and one Sting attack.

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage.

Sting. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage plus 14 (4d6) poison damage. The target must succeed on a DC 12 Constitution saving throw or be poisoned until it finishes a short or long rest. Each time the poisoned creature takes poison damage, it must succeed on a DC 12 Constitution saving throw or suffer one level of exhaustion.

Selang

This grinning humanoid looks like a handsome man, if not for his glowing red eyes, insectoid legs, and antennae.

Dark Satyrs. The selang or dark satyrs are twisted and vicious fauns who have abandoned nature worship and instead venerate ancient gods of deep and malign intelligence. Selangs seek to help those evil gods enter the mortal world by opening dark portals and bridging a path to realms beyond mortal understanding.

Battle Song and Laughter. Selangs relish battle, pain, and torture. They find violence thrilling and bloodshed exciting, and they often laugh, sing, and boast shamelessly during combat. Although they are the diplomats and spokesmen of the old gods, their manic speech and alien logic can sometimes be hard to follow. They are most comfortable with the slithering tones of Void Speech.

Blasphemous Music. Selang cults and settlements are often found at the sites sacred to the dark gods, making hypnotic and alien harmonies with swarms of dorreqi (see page 110). They are rarely the strongest soldiers, instead encouraging evil humanoids or other creatures of martial mien to fill the ranks, while the dark satyrs use their magic and poison against their foes.

Selang

Medium Fey, Chaotic Evil

Armor Class 15 (natural armor)

Hit Points 76 (9d8 + 36)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	18 (+4)	12 (+1)	14 (+2)	19 (+4)

Saving Throws Dex +4, Cha +6

Skills Perception +6, Performance +8

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities acid, lightning

Senses darkvision 60 ft., passive Perception 16

Languages Common, Elvish, Sylvan, Void Speech

Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Poisoned Weapons. The selang's weapons are coated with a magical poison. When the selang hits with any weapon, the weapon deals an extra 3d6 poison damage (included in the attack).

Actions

Multiattack. The selang can use its Alien Piping. It then makes two Dagger or Poison Bolt attacks.

Dagger. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage plus 10 (3d6) poison damage.

Poison Bolt. *Ranged Spell Attack:* +6 to hit, range 60 ft., one target. *Hit:* 14 (3d6 + 4) poison damage.

Alien Piping. The selang plays one of the following ear-bending melodies on alien pipes. One creature the selang can see within 60 feet of it is the only creature that can hear the melody. The target must succeed on a DC 14 Wisdom saving throw or be affected by the chosen melody.

- **Capering.** On the target's next turn, it must use all of its movement dancing without leaving its space, and it has disadvantage on attack rolls and Dexterity saving throws.
- **Captivating.** The target is charmed until the end of its next turn, humming along to the selang's pleasant melody.
- **Disorienting.** The target is incapacitated until the end of its next turn, and when it moves, it moves in a random direction.
- **Drowsy.** The target falls unconscious and dreams of evil entities and sinister portals for 10 minutes. The creature wakes up if it takes damage or if another creature takes an action to shake it awake.
- **Haunting.** The target is frightened until the end of its next turn, and it must take the Dash action and move away from the selang by the safest available route, unless there is nowhere to move.

Serpopard

The spotted and scaly quadruped runs on hairless leonine paws, while its draconic head perches atop a sinuous, serpentine neck.

Swaying, Snakelike Cats. Serpopards are 13 feet long and weigh 600 pounds, with little gender dimorphism. They have feline bodies but long, serpentine necks topped by vaguely draconic heads. Their hairless paws have wickedly curved, retractable talons. A serpopard's neck is in constant motion, swaying like a cobra, allowing it to track foes on all sides and to strike in unexpected directions.

Easily Distracted. Serpopards are foul-tempered predators and scavengers, and they are known to occasionally cannibalize their weakest pack mate. They actively hunt humanoids when possible and also attack other predators to steal their kills—or to kill and eat the predators, then take their kills. Serpopards are not tenacious hunters, however. They can be distracted from a pursuit by the appearance of an easier meal.

Musk Glands. In some culture, serpopard pelts and musk glands are prized for use in fashion and perfumes. Images of these odd animals appear regularly in ancient tomb iconography and temple decoration.

Serpopard

Large Monstrosity, Unaligned

Armor Class 15 (natural armor)

Hit Points 85 (10d10 + 30)

Speed 40 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	16 (+3)	2 (−4)	12 (+1)	6 (−2)

Skills Perception +3, Stealth +5

Damage Resistances poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 13

Languages —

Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Coastal Camouflage. The serpopard has advantage on Dexterity (Stealth) checks made to hide in sandy, muddy, or swampy terrain.

Sinuous Strikeback. The serpopard gets two extra reactions that can be used only for opportunity attacks.

Actions

Multiattack. The serpopard makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

Musk (Recharges after a Short or Long Rest). The serpopard releases foul-smelling musk in a 15-foot cone. Each creature in that area must make a DC 13 Dexterity saving throw. On a failure, a creature takes 21 (6d6) poison damage and is poisoned for 1 hour or until it spends 10 minutes washing off the musk. On a success, a creature takes half the damage and isn't poisoned. While a creature is poisoned in this way, any creature that starts its turn within 5 feet of the poisoned creature must succeed on a DC 13 Dexterity saving throw or be poisoned until the end of its turn.

Shadhavar

The gray unicorn appears desiccated with its skeleton clearly visible beneath its taut flesh. A haunting melody surrounds it.

Shadow Horses. Shadhavar are natives of the Plane of Shadow. Although they resemble undead unicorns, they are living creatures imbued with shadow essences.

Fey and Undead Riders. While the shadhavar are intelligent creatures, they sometimes serve as mounts for the shadow fey (see page 158), noctiny (see page 287), hobgoblins, wights, or other creatures. They expect to be treated well during such an arrangement; more than one unkind rider has ridden off on a shadhavar and never returned.

Deceptive Hunters. Shadhavar use their hollow horn to play captivating sounds for defense or to draw in prey. They hunt when they must and are not discriminating about their quarry, but shadhavar primarily eat carrion. Despite their horrific appearance, they are not naturally evil.

Shadhavar

Large Monstrosity, Neutral

Armor Class 14 (natural)

Hit Points 82 (11d10 + 22)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	14 (+2)	8 (−1)	10 (+0)	16 (+3)

Skills Stealth +4

Senses darkvision 60 ft., passive Perception 12

Languages understands Elvish and Umbral but can't speak

Challenge 2 (450 XP) **Proficiency Bonus** +2

Magic Horn. The shadhavar's Gore attacks are magical.

Shadesight. Magical darkness doesn't impede the shadhavar's darkvision.

Actions

Multiattack. The shadhavar makes one Gore attack and one Hooves attack.

Gore. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Hooves. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) bludgeoning damage.

Darkness Aura (1/Day). A 15-foot radius of magical darkness extends out from the shadhavar, moves with it, and spreads around corners. The darkness lasts as long as the shadhavar maintains concentration, up to 10 minutes (as if concentrating on a spell). Darkvision can't penetrate this darkness, and no natural light can illuminate it. If any of the darkness overlaps with an area of light created by a spell of 2nd level or lower, the spell creating the light is dispelled.

Bonus Actions

Plaintive Melody (3/Day). The shadhavar plays a captivating melody through its hollow horn. Each creature within 60 feet of the shadhavar that can hear it must succeed on a DC 13 Wisdom saving throw or be charmed until the start of the shadhavar's next turn. While charmed, a creature is incapacitated, its speed is reduced to 0, and the shadhavar has advantage on attack rolls against it.

Shadow Beast

A mass of shadows and cloudstuff, never touching the ground, extends clawed hands as it reveals a glint of jagged teeth.

Called from the Void. Shadow beasts are thought to be the result of shadow fey (see page 158) dabbling in the magic of the Void, transforming the shadow fey into something wholly different. Almost shapeless and largely incorporeal, through an act of will they can form rough semblances of their old bodies when needed.

Hate the Past. The motivations of these creatures are inscrutable. They despise light and anything that reminds them of light or of their former existence. Beyond that, little is understood about them.

Cryptic Messages. Shadow beasts are seldom found in groups, but when they are, they seem to have no difficulty or reluctance about operating and fighting together. They have been known to deliver cryptic and threatening messages, but speaking is difficult for them. At times, they perform arcane rituals with the aid of evil humanoids and the use of dark materials. In these rituals, they sacrifice magical energies and life blood as well as the tears of innocents and the souls of the damned.

Shadow Beast

Medium Fey, Chaotic Evil

Armor Class 15

Hit Points 112 (15d8 + 45)

Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (−2)	20 (+5)	17 (+3)	14 (+2)	14 (+2)	19 (+4)

Saving Throws Con +6, Wis +5

Skills Stealth +8

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, restrained

Senses darkvision 60 ft., passive Perception 12

Languages Common, Elvish, Umbral, Void Speech

Challenge 7 (2,900 XP) **Proficiency Bonus** +3

Incorporeal Movement. The shadow beast can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Magic Resistance. The shadow beast has advantage on saving throws against spells and other magical effects.

Shadow Weapons. The shadow beast's weapon attacks are magical. When the shadow beast hits with any weapon, the weapon deals an extra 2d6 necrotic damage (included in the attack).

Sunlight Sensitivity. While in sunlight, the shadow beast has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Multiattack. The shadow beast makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage plus 7 (2d6) necrotic damage.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) slashing damage plus 7 (2d6) necrotic damage.

Frightful Shadows (Recharge 5–6). The shadow beast releases a wave of shadows filled with frightening images of eyes, fangs, and other barely seen and terrifying beasts in a 30-foot cone. Each creature in the area must make a DC 15 Wisdom saving throw. On a failure, a creature takes 42 (12d6) necrotic damage and is frightened for 1 minute. On a success, a creature takes half the damage and isn't frightened. A frightened creature must take the Dash action and move away from the shadow beast by the safest available route on each of its turns, unless there is nowhere to move. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Shellycoat

Despite being short and squat, this creature's relationship with a troll is undeniable. The kinship is most notable in the long arms and thick, pebbly hide.

Long Handed and Toad-like. The shellycoat is a warped and spiteful creature also called the *Iamh fada*, or "long hands." They are frequently referred to as bridge trolls. Despite being fey, they are distantly related to true trolls. Unlike those tall, lanky creatures, a shellycoat is dwarfish and toad-like, with short, bent, legs and especially long arms with swollen, distended joints. It can further dislocate and stretch these joints to alarming lengths.

Bridges and Pools. The shellycoat can be found in abandoned wells or behind waterfalls, in deep tide pools, or beneath the ice of frozen ponds, but their preferred haunt has always been under bridges. They are most active during nighttime and on heavily overcast days, because of their mortal dread of sunlight. A shellycoat's favored tactic is to lie in wait under the water, ice, or bridge and surprise its prey. It strikes outward or upward from its hiding place to snatch passersby, livestock, and lone travelers or fishermen. Prey is dragged down to the shadows and water to be robbed and devoured.

Shining Garments. Shellycoats always fashioned themselves coats, cloaks, or shirts of colored pebbles, glass, and polished river shells. These adornments are crude but beautiful and sometimes magical.

Shellycoat

Medium Fey, Neutral Evil

Armor Class 14 (natural armor)

Hit Points 52 (7d8 + 21)

Speed 30 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	16 (+3)	13 (+1)	9 (−1)	7 (−2)

Skills Perception +1, Stealth +4

Condition Immunities charmed, poisoned, unconscious

Senses darkvision 60 ft., passive Perception 11

Languages Giant, Sylvan

Challenge 2 (450 XP) **Proficiency Bonus** +2

Amphibious. The shellycoat can breathe air and water.

Keen Hearing. The shellycoat has advantage on Wisdom (Perception) checks that rely on hearing.

Hazesight. The shellycoat can see through areas obscured by fog, smoke, and steam without penalty.

Regeneration. The shellycoat regains 3 hp at the start of its turn. If the shellycoat takes acid or fire damage, this trait doesn't function at the start of the shellycoat's next turn. The shellycoat dies only if it starts its turn with 0 hp and doesn't regenerate.

Water Camouflage. The shellycoat has advantage on Dexterity (Stealth) checks made to hide while at least partially submerged in water.

Sunlight Petrification. If the shellycoat remains in nonmagical sunlight for 1 minute, it becomes petrified at the end of that minute.

Actions

Multiattack. The shellycoat makes one Bite attack and one Claw attack.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Claw. *Melee Weapon Attack:* +5 to hit, reach 15 ft., one target. *Hit:* 12 (2d8 + 3) slashing damage, and the target is grappled (escape DC 13) if it is a Large or smaller creature. Until this grapple ends, the creature is restrained. The shellycoat has two claws, each of which can grapple only one creature.

Shellycoat's Fog (1/Day). While in contact with water, the shellycoat can create a 20-foot-radius sphere of fog centered on a point it can see within 60 feet of it for 1 minute. The sphere spreads around corners, and its area is heavily obscured. A creature that enters the fog for the first time on a turn or starts its turn there must succeed on a DC 13 Constitution saving throw or be poisoned and unable to breathe, unless it can breathe water, for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Shoggoth

The giant, gelatinous blob of flesh releases whistles, trills, and chirps as it rolls forward, forming and reabsorbing mouths, eyes, and ears across its body.

A shoggoth is an intelligent, gelatinous blob capable of manipulating and reshaping its body. Created by an elder race as servants, the shoggoths rebelled long ago and slew their masters without pity. Since that time, they've lived in isolated or desolate regions, devouring whatever they encounter and absorbing its flesh into their own amorphous, shifting forms.

Constant Growth. Shoggoths continue growing throughout their lives, though the eldest among them grow very slowly indeed. Some shoggoths may shrink from starvation if they deplete a territory of resources.

Mutable Form. A shoggoth can form any number of eyes, mouths, tentacles, or other appendages as needed, though it lacks the control to take and maintain the shape of another creature.

Shoggoth

Huge Aberration, Chaotic Neutral

Armor Class 18 (natural armor)

Hit Points 325 (21d12 + 189)

Speed 50 ft., climb 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	14 (+2)	28 (+9)	12 (+1)	20 (+5)	13 (+1)

Skills Perception +11

Damage Resistances bludgeoning, fire, piercing

Damage Immunities cold, slashing, thunder

Condition Immunities blinded, deafened, prone, stunned, unconscious

Senses darkvision 120 ft., tremorsense 60 ft., passive Perception 21

Languages Void Speech

Challenge 19 (22,000 XP) **Proficiency Bonus** +6

Anaerobic Nature. The shoggoth doesn't require air.

Absorb Flesh. When the shoggoth kills a creature while within 15 feet of it, the creature's body is absorbed into the shoggoth's. The creature can be restored to life only by means of a *true resurrection* or a *wish* spell.

Amorphous. The shoggoth can move through a space as narrow as 1 foot wide without squeezing.

Hideous Cacophony. The shoggoth's many mouths constantly emit whistles, fluting, and other high-pitched noises. It has disadvantage on Dexterity (Stealth) checks made to be unheard. Each creature that starts its turn within 60 feet of the shoggoth and that can hear it must make a DC 19 Wisdom saving throw or be disoriented until the start of its next turn. A disoriented creature is incapacitated, and when it moves, it moves in a random direction.

Unless surprised, a creature can cover its ears to avoid the saving throw at the start of its turn. If the creature does so, it can't hear until the start of its next turn, when it can cover its ears again. If the creature uncovers its ears in the meantime while within 60 feet of the shoggoth, it must immediately make the save.

A creature that is covering its ears and that has access to cloth, wax, or similar material can stuff its ears with the material as a bonus action to free up its hands, deafening itself while the material remains stuffed in its ears.

Keen Hearing and Smell. The shoggoth has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Limited Mutability. Any spell or effect that would alter the shoggoth's form alters it for only 1 round. Afterward, the shoggoth returns to its amorphous blob form.

Actions

Multiattack. The shoggoth makes four Slam attacks. It can replace two Slam attacks with a use of Crush.

Slam. *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target. *Hit:* 30 (4d10 + 8) bludgeoning damage, and the target is grappled (escape DC 18) if it is a Large or smaller creature.

Crush. The shoggoth crushes up to two creatures it is grappling by rolling them beneath its bulk. Each target must succeed on a DC 19 Strength saving throw or take 30 (4d10 + 8) bludgeoning damage, be unable to breathe, and be restrained until the grapple ends. If the shoggoth moves, a creature beneath it is no longer restrained and is able to breathe, but it remains grappled.

Shroud

The translucent person calls out a name in a barely audible whisper.

Bitter Spirits. Shrouds are transitional creatures: remnants of wicked people who died but refuse to rest in peace, yet have not grown strong enough to become shadows. They are aggressive enemies of all living creatures and the light that nurtures life. Shrouds blend naturally into darkness, but they stand out starkly in bright light.

Thin Outlines. Shrouds look like flickering shadowy outlines of the people they were before they died, retaining the same height and body type.

Repetitive Speech. Shrouds cannot converse, but they occasionally can be heard cruelly whispering a name, term, or phrase over and over again: something that must have had meaning to them in life.

Shroud

Medium Undead, Neutral Evil

Armor Class 11

Hit Points 13 (3d8)

Speed 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
4 (−3)	13 (+1)	10 (+0)	2 (−4)	10 (+0)	8 (−1)

Skills Stealth +3

Damage Vulnerabilities radiant

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities necrotic, poison

Condition Immunities exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 10

Languages Common

Challenge 1/8 (25 XP) **Proficiency Bonus** +2

Amorphous. The shroud can move through a space as narrow as 1 inch wide without squeezing.

Shadow Evolution. If the shroud deals at least 12 necrotic damage to a creature that isn't a Construct or Undead in 1 minute or less, the shroud transforms into a shadow at the start of the turn after it last dealt damage. It uses the statistics of the shadow, except it reduces the shadow's hp by an amount equal to the damage the shroud took before it transformed.

Sunlight Weakness. While in sunlight, the shroud has disadvantage on attack rolls, ability checks, and saving throws.

Undead Nature. The shroud doesn't require air, food, drink, or sleep.

Actions

Strength Drain. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 3 (1d4 + 1) necrotic damage, and the target has disadvantage on weapon attacks that use Strength until the end of its next turn. If a non-evil humanoid dies from this attack, a new shroud rises from the corpse 1d4 hours later.

Bonus Actions

Shadow Stealth. While in dim light or darkness, the shroud takes the Hide action.

Skein Witch

The androgynous humanoid appears mummified in writhing, diamond thread. Its skin is translucent, and dozens of quivering hourglasses sit suspended inside its body in place of organs.

Shepherd Destiny. Skein witches are curators of destiny and enforcers of what must be. They voyage across the planes, weaving the strands of fate at the behest of their goddess-creator. Although they carry out their charge without regard to petty mortal concerns, they can be persuaded to bend fate for powerful petitioners whose interests align with those of their goddess.

Surrounded by Guardians. Despite their supernatural abilities, a skein witch's physical body is frail. Because of that, they tend to surround themselves with undead, constructs, or other brutish, soulless guardians cut free from the thread of fate.

Fear of Cards. If a *deck of many things* is brought close to a skein witch, the witch emits a psychic wail and disintegrates.

Skein Witch

Medium Celestial, Neutral

Armor Class 20 (natural armor)

Hit Points 162 (25d8 +50)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (−2)	12 (+1)	14 (+2)	16 (+3)	20 (+5)	20 (+5)

Saving Throws Int +7, Wis +9, Cha +9

Skills History +7, Insight +13, Perception +13

Damage Resistances radiant

Damage Immunities fire, lightning, psychic

Senses truesight 60 ft., passive Perception 23

Languages Celestial, telepathy 120 ft.

Challenge 12 (8,400 XP) **Proficiency Bonus** +4

Fate's Resistance (3/Day). If the skein witch fails a saving throw, it can choose to succeed instead.

Magic Resistance. The skein witch has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The skein witch makes three Inexorable Thread attacks. If two Inexorable Thread attacks hit one creature, the target must succeed on a DC 17 Constitution saving throw or have disadvantage on the next death saving throw it makes before it finishes a short rest. If a creature fails this saving throw multiple times, these effects are cumulative, affecting up to three of the creature's next death saving throws before it finishes a short rest.

Inexorable Thread. *Melee or Ranged Spell Attack:* +9 to hit, reach 5 ft. or range 60 ft., one creature. *Hit:* 27 (5d8 + 5) radiant damage.

Destiny Distortion Wave (Recharge 5–6). The skein witch frays the strands of fate in a 60-foot cone. Each creature in the area must make a DC 17 Wisdom saving throw, taking 55 (10d10) force damage on a failed save, or half as much damage on a successful one. If any creature that failed the saving throw is affected by a condition, such as incapacitated or poisoned, those conditions are randomly redistributed among all the creatures that failed the saving throw.

Bind Fates (1/Day). One creature within 60 feet of the skein witch must succeed on a DC 17 Wisdom saving throw or the target's fate is bound to one of its ally's (chosen at random). Any damage or condition the target suffers is inflicted on the individual to which they are bound instead, and vice versa. A creature can be bound to only one other creature at a time. This binding lasts until lifted by a *heal* or *heroes' feast* spell or similar magic.

Bonus Actions

Fate's Step. The skein witch teleports, along with any equipment it is wearing or carrying, up to 30 feet to an unoccupied space it can see. A tiny hourglass shatters into a swirl of sand at the origin and destination when it uses this bonus action.

Reactions

Parry Spell. If the skein witch succeeds on a saving throw against a spell of 4th level or lower that targets only the skein witch, the spell has no effect. If the skein witch succeeds on the saving throw by 5 or more, the spell is reflected back at the spellcaster, using the slot level, spell save DC, attack bonus, and spellcasting ability of the caster.

Skeleton, Sharkjaw

A skeletal humanoid made entirely of shark's jaws steps out from the water, dripping strands of seaweed.

Made from numerous, interlocking shark's jaws, these horrors are animated through foul magic into a large, vaguely humanoid shape. Sahuagin priests animate them to guard sepulchers of bones. These sharkjaw skeletons lie among great piles of bones, waiting to rise up and attack any uninvited souls who invade the sanctity of sahuagin holy sites. Others guard pirate treasures or ancient shipwrecks.

Undead Automaton. Sharkjaw skeletons do nothing without orders from their creator, and they follow those instructions explicitly. A sharkjaw skeleton's creator can give it new commands while near the skeleton. Otherwise, a sharkjaw skeleton follows its last instructions to the best of its ability and to the exclusion of all else, though it fights back if attacked.

Sharkjaw Skeleton

Large Undead, Lawful Evil

Armor Class 13 (natural armor)

Hit Points 45 (6d10 + 12)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	15 (+2)	6 (−2)	8 (−1)	4 (−3)

Skills Perception +1, Stealth +2

Damage Vulnerabilities bludgeoning

Damage Immunities cold, poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., blindsight 30 ft., passive Perception 11

Languages understands the languages of its creator but can't speak

Challenge 1 (200 XP)

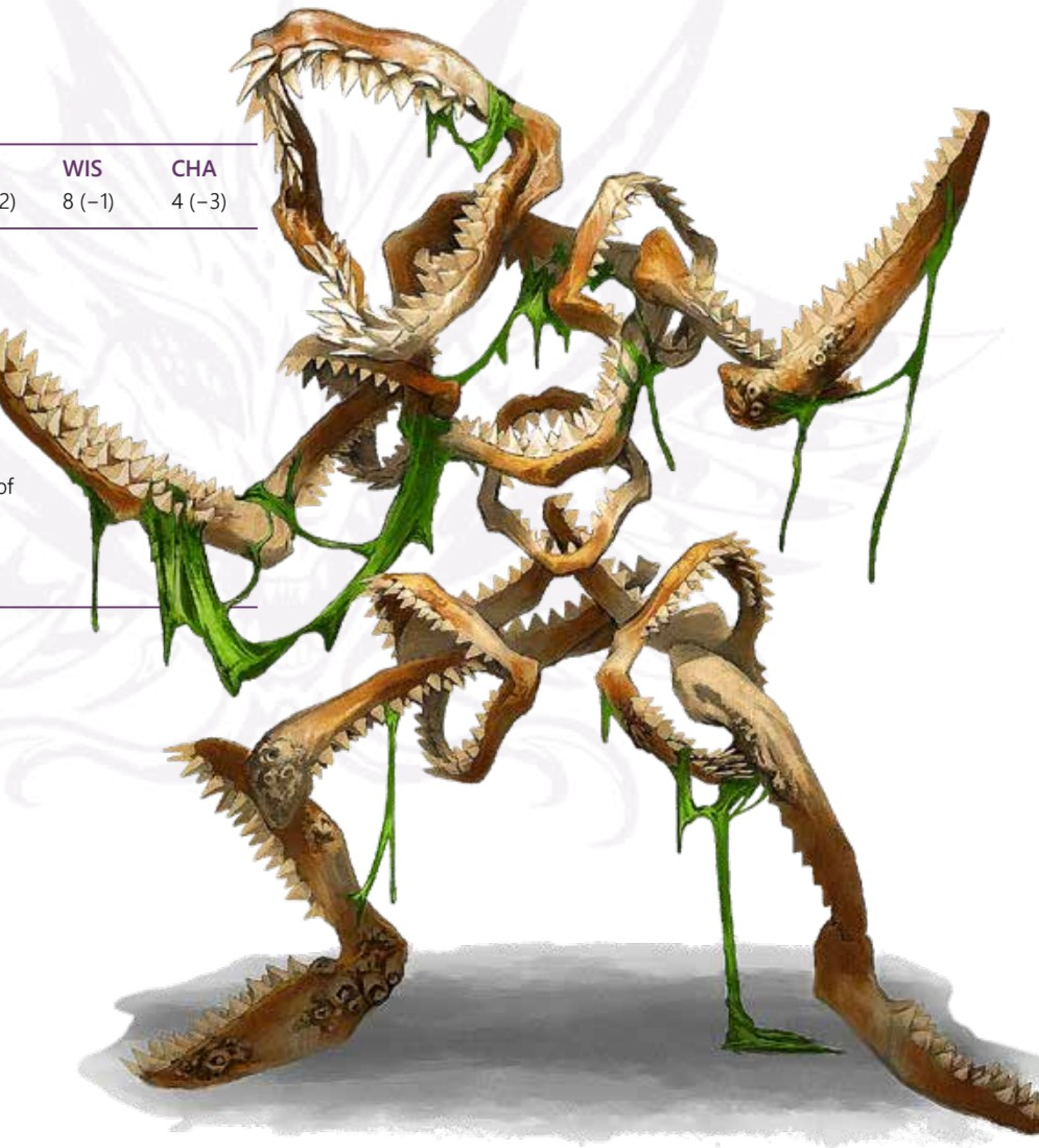
Proficiency Bonus +2

Undead Nature. The sharkjaw skeleton doesn't require air, food, drink, or sleep.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage. If the target is a Large or smaller creature, it is grappled (escape DC 13). The skeleton can grapple up to two targets at a time.

Devouring Embrace. The sharkjaw skeleton devours a Medium or smaller creature grappled by it. The grapple ends, the devoured target is restrained in the skeleton's many jaws, and the target takes 7 (2d6) piercing damage at the start of each of the skeleton's turns. If the skeleton moves, the devoured target moves with it. The skeleton can devour only one target at a time. A creature, including the devoured target, can take its action to pry the devoured target out of the skeleton's many jaws by succeeding on a DC 13 Strength check.



Skeleton, Vine Troll

Moss and flowering vines cover the hulking skeleton.

Corrupted Earth Magic. Vine troll skeletons guard duskthorn dryad (see page 150) glades and the sacred circles of druids; others serve the vila (see page 386) or even moss lurker (see page 278) colonies as guardians. In each case, they were created by corrupted earth magic for a purpose, and that energy empowers great strength and endurance—but little in the way of wits.

Constant Regrowth. The vines holding the skeleton together regenerate quickly. This powerful magic allows vine troll skeletons to reattach severed limbs. Just like with their living cousins, only fire or acid can destroy vine troll skeletons, rendering the living vines harmless.

Bound to a Tree's Heart. Vine troll skeletons are direct offshoots of the main vine wrapped around a duskthorn dryad's tree, a treant, or a weeping treant (see page 369). They are created by enchanting a dead troll's heart and fusing that heart with the vines of a duskthorn dryad or with the heartwood of a tree or treant, calling on magic similar to that involved in binding a dryad to her tree. Killing the duskthorn dryad or destroying the heart at the center of the parent tree kills the skeleton bound to that heart. Because of this, vine troll skeletons are single-minded defenders of their parent tree or duskthorn dryad.

Vine Troll Skeleton

Large Undead, Unaligned

Armor Class 16 (natural armor)

Hit Points 153 (18d10 + 54)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	16 (+3)	6 (−2)	8 (−1)	5 (−3)

Saving Throws Con +7

Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical attacks

Damage Immunities poison

Condition Immunities deafened, exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 9

Languages understands all languages it knew in life but can't speak

Challenge 9 (5,000 XP) **Proficiency Bonus** +4

Regeneration. The vine troll skeleton regains 5 hp at the start of its turn. If the skeleton takes acid or fire damage, this trait doesn't function at the start of the skeleton's next turn. The skeleton dies only if it starts its turn with 0 hp and doesn't regenerate or if its bound tree is destroyed (see Tree Bound trait).

Tree Bound. The vine troll skeleton is magically bound to a duskthorn dryad, tree, or treant, and the skeleton must stay within 1 mile of it. If the skeleton's bound duskthorn dryad, tree, or treant dies, the skeleton is immediately destroyed and doesn't regenerate.

Undead Nature. The vine troll skeleton doesn't require air, food, drink, or sleep.

Actions

Multiattack. The skeleton makes one Bite attack and two Claw attacks, or it makes three Poisoned Thorn attacks.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 21 (3d10 + 5) piercing damage.

Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 19 (4d6 + 5) slashing damage.

Poisoned Thorn. *Ranged Weapon Attack:* +5 to hit, range 20/60 ft., one target. *Hit:* 8 (2d6 + 1) piercing damage plus 10 (3d6) poison damage.

Skin Bat

A repulsive, batlike creature darts from the darkness. Its body consists entirely of rotting sheets of stolen skin. Though its large eyes are glassy and lifeless, an unmistakably evil intent glimmers within them as a toothless mouth spreads wide in hunger.

Skin bats are undead creatures created from skin flayed from the victims of sacrificial rites. They are given a measure of unlife by a vile ritual involving immersion in Abyssal flesh vats and invocations to Camazotz (see page 76) and similar demon lords. They feed on the skin of living beings to replenish their own constantly rotting skin. Their acidic saliva acts as a paralytic poison and leaves ugly scars on those who survive an attack. The typical skin bat has an 8-foot wingspan. The color of their skin matches that of their prey, so a skin bat's coloration can change over time. A skin bat weighs about 15 pounds.

Cliff and Dungeon Dwellers. Skin bats prey on the unwary but do not develop sinister plots of their own. Their flocks can be encountered in isolated areas accessible only by flight or by climbing treacherous cliffs. Skin bats can exist in any climate. In cool climes, they feed only infrequently, because the cold preserves their forms and reduces the need to replenish decaying flesh. This also explains why they are attracted to the dark depths of ageless dungeons. In wet, tropical climes where their skin decomposes rapidly, skin bats are voracious feeders by necessity.

Accidental Treasures. Skin bats have no use for magic items or wealth, but occasionally a ring or necklace from a past victim gets embedded in their fleshy folds, where it becomes an unintended trophy.

Skin Bat

Small Undead, Neutral Evil

Armor Class 13 (natural armor)

Hit Points 28 (8d6)

Speed 10 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	10 (+0)	2 (−4)	13 (+1)	6 (−2)

Skills Perception +3

Damage Immunities poison

Condition Immunities poisoned

Senses blindsight 20 ft., darkvision 60 ft., passive Perception 13

Languages —

Challenge 1/2 (100 XP) **Proficiency Bonus** +2

Echolocation. The skin bat can't use its blindsight while deafened.

Hungry Dead Nature. The skin bat doesn't require air or sleep.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage, and the target must succeed on a DC 10 Constitution saving throw or be paralyzed until the end of its next turn. On a success, the target can't be paralyzed in this way by the skin bat again for 24 hours.

In addition, the skin bat attaches to the target. While attached, the skin bat can't attack, and at the start of each of the bat's turns, the target takes 5 (1d4 + 3) piercing damage. The attached bat moves with the target whenever the target moves, requiring none of the bat's movement. It can detach itself by spending 5 feet of its movement on its turn. A creature, including the target, can use its action to detach the skin bat by succeeding on a DC 11 Strength check.

Reactions

Attract Bats (1/Day). When the skin bat is reduced to below half its hp maximum while underground or outside at night, it releases a high-frequency cry similar to that of an injured bat, attracting other bats to it. On initiative count 20 of the next round, 1d6 bats arrive and aid the skin bat. These bats aren't under the skin bat's control, but they protect it to the best of their abilities, attacking those that harm the skin bat.

Skitterhaunt

This large beetle moves erratically, leaking noxious fluid from its cracked exoskeleton.

Ooze Vermin. This parasitic ooze lives in the shells of monstrous vermin, such as beetles, scorpions, and spiders, which it has infested and killed. A skitterhaunt creature might be mistaken for its original, living version at a glance, but the sluggish, erratic movements and oozing carapace of skitterhaunts quickly reveal their true nature.

Wide Range of Prey. A skitterhaunt infection can decimate whole nests of vermin. When those are in short supply, these oozes move on to prey on other species, such as ants, crabs, and other creatures with exoskeletons or similar hard outer shells.

Hosts Required. Skitterhaunts can't survive long outside their host creatures; they quickly liquefy and lose their cohesion. A body abandoned by a skitterhaunt is an eerie, hollowed-out husk with a strong, acidic odor.

Skitterhaunt

Large Ooze, Unaligned

Armor Class 14 (natural armor)

Hit Points 95 (10d10 + 40)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	19 (+4)	3 (−4)	7 (−2)	1 (−5)

Damage Immunities acid

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8

Languages —

Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Broken Shell. A creature that hits the skitterhaunt with a melee attack while within 5 feet of it takes 4 (1d8) acid damage.

Ooze Nature. The skitterhaunt doesn't require sleep.

Vermin Encasement. The creature within the vermin's shell is a shapeless ooze protected by the vermin's exoskeleton. When the skitterhaunt is reduced to 0 hp, the exoskeleton breaks, and the skitterhaunt ooze exits it. Once out of its exoskeleton, the ooze is Small, has an AC of 10, 10 hp, and a speed of 15 feet, and it can move through a space as narrow as 1 inch wide without squeezing. In addition, its only attack is a Slam that uses the same statistics as its Sting, except it deals bludgeoning damage instead of piercing damage. The skitterhaunt dies if it remains outside of a host for more than 24 hours. It can exit or enter a dead host's exoskeleton as a bonus action.

Actions

Multiattack. The skitterhaunt makes one Mandibles attack and one Sting attack, or it makes two Sting attacks.

Mandibles. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 2) slashing damage plus 9 (2d8) acid damage, and the target is grappled (escape DC 12) if it is a Medium or smaller creature. Until this grapple ends, the creature is restrained, and the skitterhaunt can't use its Mandibles on another target.

Sting. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 6 (1d8 + 2) piercing damage plus 9 (2d8) acid damage.

Infest Vermin. The skitterhaunt infests a Large or smaller Beast with an exoskeleton within 5 feet of it. The target must succeed on a DC 14 Constitution saving throw or become poisoned until the skitterhaunt no longer infests it. Every 24 hours that elapse, the target must repeat the saving throw or take 7 (2d6) acid damage, and its hp maximum is reduced by that amount. This reduction lasts until the target finishes a long rest after the skitterhaunt no longer infests it. The target dies if this reduces its hp maximum to 0. The skitterhaunt then takes control of the body, dissolving the flesh and hiding within the exoskeleton. A target that succeeds on two consecutive saving throws forces the skitterhaunt out of its body and is immune to the skitterhaunt's Infest Vermin for the next 24 hours.

Acid Spray (Recharge 6). The skitterhaunt spits acid in a 30-foot line that is 5 feet wide. Each creature in that line must make a DC 14 Dexterity saving throw, taking 18 (4d8) acid damage on a failed save, or half as much damage on a successful one.

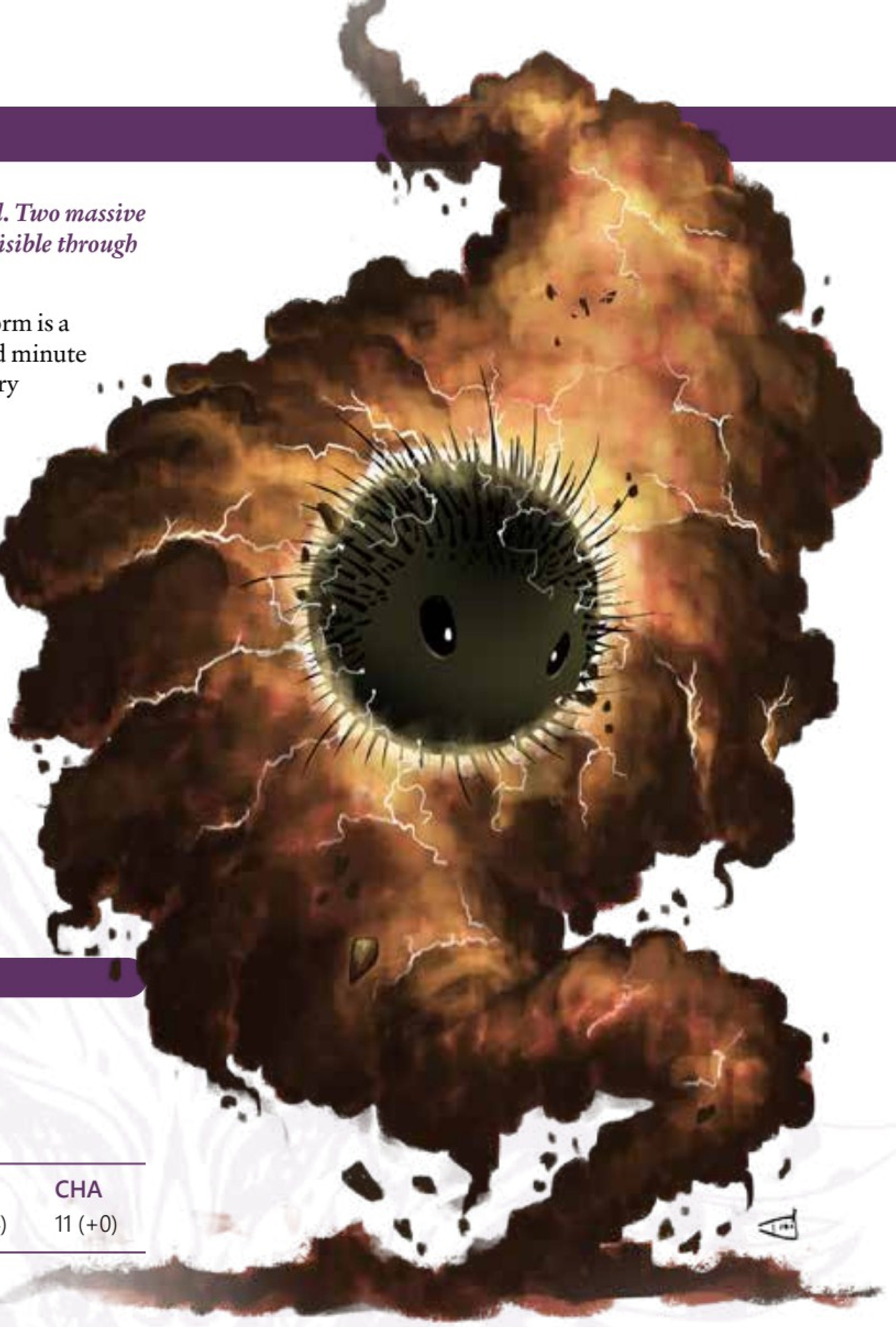
Slow Storm

Wisps of humid wind revolve around this spiny ball. Two massive black eyes and a dark mouth are the only features visible through its static-straight quills.

Despite its perhaps comical appearance, a slow storm is a creature of wind, lightning, and chaos, able to send minute electrical shocks into creatures that cause pain every time the creature moves. It turns the bodies of physically able creatures against them, forcing them to choose between relative inactivity or ever-increasing pain.

Small Central Core. The nucleus of a slow storm is a sphere of ice and stone, and it is surrounded by protective, high-speed winds.

Static Generator. A slow storm has no internal organs other than its brain, and it lives on the energy and moisture it drains from opponents. Its quills not only deflect debris but also generate static electricity that it uses when attacking.



Slow Storm

Medium Elemental, Chaotic Neutral

Armor Class 19 (natural armor)

Hit Points 220 (21d8 + 126)

Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	19 (+4)	22 (+6)	11 (+0)	18 (+4)	11 (+0)

Saving Throws Dex +9, Con +11

Damage Resistances acid, cold, fire; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities lightning

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 14

Languages Auran, Common

Challenge 15 (13,000 XP) **Proficiency Bonus** +5

Elemental Nature. The slow storm doesn't require air, food, drink, or sleep.

Eye of the Storm. The slow storm is surrounded by a 15-foot-radius wind storm. The storm imposes disadvantage on ranged weapon attack rolls and Wisdom (Perception) checks based on sight or hearing within the area. The winds extinguish open flames and disperse fog. A flying creature in the storm must land at the end of its turn or fall. Each creature that starts its turn in the area must succeed on a DC 18 Dexterity saving throw or take 9 (2d8) lightning damage. The storm's area is difficult terrain for any creature other than the slow storm.

Actions

Multiattack. The slow storm makes three Slam attacks or four Lightning Bolt attacks. If two Slam attacks hit one creature, the target must succeed on a DC 18 Constitution saving throw or be wracked with pain for 1 minute. While the target is wracked with pain, minute bits of electricity dance within its body, and the target takes 4 (1d8) lightning damage for every 5 feet it moves. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Slam. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 21 (3d10 + 5) bludgeoning damage plus 9 (2d8) lightning damage.

Lightning Bolt. *Ranged Spell Attack:* +9 to hit, range 120 ft., one target. *Hit:* 22 (4d8 + 4) lightning damage.

Static Shock (Recharge 5–6). The slow storm releases built-up electricity in a 60-foot cone. Each creature in the area must make a DC 18 Constitution saving throw, taking 54 (12d8) lightning damage on a failed save, or half as much damage on a successful one. A creature that fails this saving throw by 5 or more is also stunned for 1 minute. A stunned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Snakes

SWAMP ADDER

The vicious snake with a squat, diamond-shaped head, a puffed neck, and a peculiar yellow band around its body slithered slowly through the marsh.

Marsh Hunter. This venomous snake—sometimes known as the "speckled band"—is native to the marshes of southern realms, where it devours waterfowl and incautious halflings.

Bred for Venom. The swamp adder is simultaneously feared and prized for its potent paralytic venom. A swamp adder is quite thin, and the largest weigh as much as 50 pounds. A dose of paralytic swamp adder venom is worth 3,000 gp or more in some markets.

SWAMP ADDER

Small Beast, Unaligned

Armor Class 13

Hit Points 18 (4d6 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
4 (−3)	16 (+3)	12 (+1)	1 (−5)	10 (+0)	4 (−3)

Senses blindsight 10 ft., passive Perception 10

Languages —

Challenge 1/4 (50 XP) **Proficiency Bonus** +2

Swamp Camouflage. The swamp adder has advantage on Dexterity (Stealth) checks made to hide in swampy terrain.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage, and the target must make a DC 11 Constitution saving throw. On a failure, the target takes 5 (2d4) poison damage and is paralyzed for 1 minute. On a success, a target takes half the damage and isn't paralyzed. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

ZANSKARAN VIPER

Greenish liquid drips from the dagger-length fangs of this monstrously large snake.

Human Hunters. This giant venomous snake is known as one of the most lethal serpents, and one of the few that will attack an adult human. One bite from the Zanskaran viper can kill a healthy human in seconds, and its tough hide makes it difficult to dispatch quickly.

Jungle Bred. A Zanskaran viper grows quickly in its jungle home, and some even venture into the savannah to terrorize antelopes and young giraffes. A full-grown Zanskaran viper is up to 30 feet long and weighs up to 400 pounds.

Famous but Rare Venom. A dose of its viscous green venom is known to fetch as much as 2,500 gp in some markets.

ZANSKARAN VIPER

Large Beast, Unaligned

Armor Class 14 (natural armor)

Hit Points 34 (4d10 + 12)

Speed 30 ft., climb 10 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	17 (+3)	2 (−4)	13 (+1)	2 (−4)

Senses darkvision 60 ft., passive Perception 11

Languages —

Challenge 1 (200 XP) **Proficiency Bonus** +2

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 11 (2d8 + 2) piercing damage, and the target must succeed on a DC 13 Constitution saving throw or become poisoned for 1 minute. While poisoned in this way, the target is blinded and takes 7 (2d6) poison damage at the start of each of its turns. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Son of Fenris

The massive wolf lumbers forward, malice gleaming in its black eyes. Two snake-like tongues slither in its jaws, and green scales peek from beneath its black fur.

Demonic Wolves. Demonic black eyes, two snakelike tongues, and green-black scales beneath their black fur betray the sons of Fenris's unnatural origins.

Hibernate Until Ravenous. Sons of Fenris slumber beneath the snow for months, waking when they grow ravenous or when prey approaches. When hunting, they revel in wanton savagery and destruction, killing entire herds to delight in blood.

Desperate Worshipers. Despite their fierce nature, all the sons of Fenris are divine offspring and wise in divine lore, attracting desperate souls who offer them worship and sacrifice in exchange for aid. The sons of Fenris enjoy this adulation, and they provide protection and wisdom to their followers. Sometimes, they gather enormous war bands and go reaving.

Son of Fenris

Huge Monstrosity, Chaotic Evil

Armor Class 17 (natural armor)

Hit Points 175 (14d12 + 84)

Speed 60 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	16 (+3)	23 (+6)	16 (+3)	18 (+4)	14 (+2)

Saving Throws Dex +7, Con +10, Wis +8

Skills Arcana +7, Intimidation +6, Religion +11

Damage Resistances necrotic, radiant; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities cold, poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses truesight 60 ft., tremorsense 120 ft., passive Perception 14

Languages Common, Celestial, Giant, telepathy 60 ft.

Challenge 12 (8,400 XP) **Proficiency Bonus** +4

Keen Hearing and Smell. The son of Fenris has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Divine Weapons. The son of Fenris's weapon attacks are magical. When the son hits with any weapon, the weapon deals an extra 3d6 necrotic damage or radiant damage (included in the attack), the son's choice.

Actions

Multiattack. The son of Fenris makes one Bite attack and two Slam attacks, or it makes four Divine Bolt attacks.

Bite. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage plus 10 (3d6) necrotic damage or radiant damage (the son's choice). If the target is a Large or smaller creature, it must succeed on a DC 18 Dexterity saving throw or be swallowed by the son of Fenris. A swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside the son, and it takes 21 (6d6) acid damage at the start of each of the son's turns. The son can have only one creature swallowed at a time.

If the son takes 30 damage or more on a single turn from a creature inside it, the son must succeed on a DC 20 Constitution saving throw at the end of that turn or regurgitate the swallowed creature, which falls prone in a space within 10 feet of the son. If the son dies, the swallowed creature is no longer restrained by it and can escape from the corpse by using 10 feet of movement, exiting prone.

Slam. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 13 (1d10 + 8) bludgeoning damage plus 10 (3d6) necrotic damage or radiant damage (the son's choice).

Divine Bolt. *Ranged Spell Attack:* +8 to hit, range 60 ft., one target. *Hit:* 18 (4d6 + 4) necrotic damage or radiant damage (the son's choice).

Snake Breath (Recharge 5–6). The two snake tongues of the son of Fenris each exhale poison in a 30-foot line that is 5 feet wide, resulting in two lines. Each creature in a line must make a DC 18 Dexterity saving throw, taking 45 (10d8) poison damage on a failed save, or half as much damage on a successful one. If the lines overlap, each creature in the overlapping lines must make one saving throw with disadvantage against only one of the lines rather than one saving throw for each line.

Soul Eater

The creature walks on crab-like legs, carrying a fleshy, ectoplasm-filled mass on its back.

Merchants from the Lower Planes. Soul eaters are soul-collecting fiends from the Lower Planes where they freely barter for prey. When a soul eater dies, the souls it carried are released and returned to their bodies or to their appropriate final destinations. Regardless, a dead soul eater has no souls for the demons and devils who value souls as currency. This gives soul eaters a measure of safety and power in the Lower Planes, and many of them operate as neutral merchants among other fiends.

Hatred of the Sun God. Soul eaters bear a particular antipathy for followers of the deities of the sun. They go to great lengths to kill any such deity's clergy, even defying the wishes of their fiendish superiors on occasion.

SOUL EATER

Medium Fiend, Neutral Evil

Armor Class 16

Hit Points 105 (14d8 + 42)

Speed 30 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
13 (+1)	22 (+6)	17 (+3)	12 (+1)	11 (+0)	11 (+0)

Saving Throws Dex +9, Con +5, Cha +3

Skills Intimidation +3, Perception +3, Stealth +9

Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities paralyzed, poisoned, prone, stunned, unconscious

Senses darkvision 60 ft., passive Perception 13

Languages Abyssal, Infernal, telepathy 60 ft.

Challenge 7 (2,900 XP) **Proficiency Bonus** +3

Magic Resistance. The soul eater has advantage on saving throws against spells and other magical effects.

Soul Sense. The soul eater can pinpoint the location of creatures that have souls within 60 feet of it and can sense the general direction of such creatures within 1 mile of it.

ACTIONS

Multiattack. The soul eater makes two Claw attacks.

Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage plus 10 (3d6) psychic damage.

Hasten Consumption (Recharge 5–6). The soul eater emits a wave of psychic energy to hasten the demise of nearby creatures, bringing them one step closer to having their souls consumed. Each creature within 20 feet of the soul eater must make a DC 14 Charisma saving throw, taking 31 (9d6) psychic damage on a failed save, or half as much damage on a successful one. A creature reduced to below half its hp maximum by this effect has disadvantage on the saving throw against the soul eater's Soul Drain for 1 minute.

REACTIONS

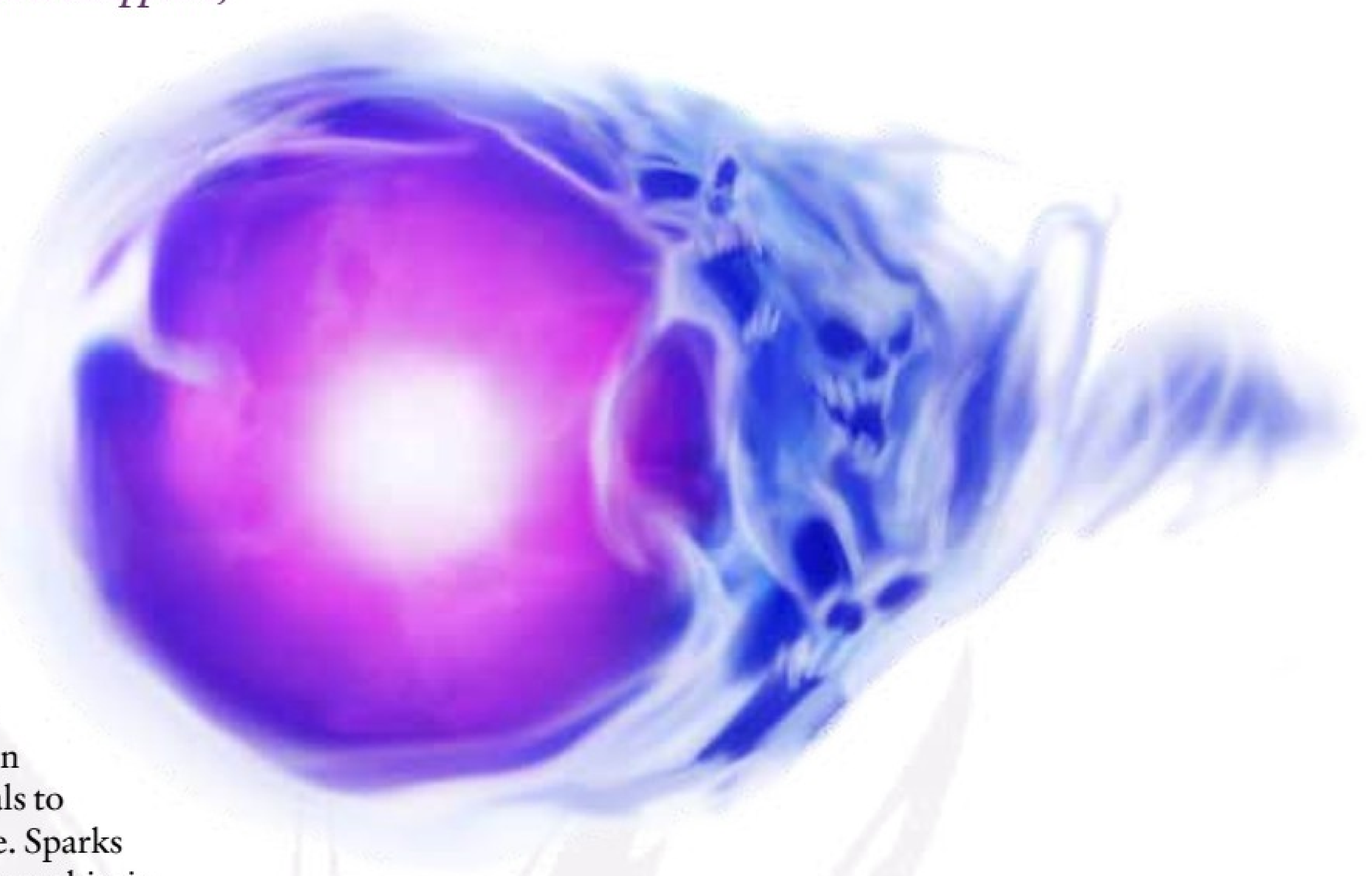
Soul Drain. When the soul eater reduces a target to 0 hp, the soul eater consumes that creature's soul. The victim must succeed on a DC 14 Constitution saving throw or immediately die as the soul eater consumes its soul. A creature killed in this way can be restored to life only by means of a *true resurrection* or a *wish* spell. If the soul eater is killed within 120 feet of the body of a soul it consumed and the victim has been dead for no longer than 1 minute, the victim's soul returns to the body and returns to life, unconscious and stable with 0 hp.

Spark

This mote of electrical energy floats menacingly, erupting in a shower of sparks and tendrils of lightning. When it disappears, it leaves only the whiff of ozone.

Born in Storms. When a great storm rips across a world in the Material Plane, it sometimes tears loose the fabric of reality, releasing sentient creatures composed entirely of elemental energy. Occasionally when a spark forms, an oppositely charged mate is created at the same time. When this happens, the two always stay within 300 feet of one another.

Seek Hosts. Fueled by its frenetic thought patterns and erratic actions, a spark jolts through its new world to find a physical body, drawn by an urge to know form. Some spellcasters deliberately seek out sparks for symbiosis. Spellcasters devoted to deities or study of the elements may reach an agreement with sparks, allowing the elementals to ride within their bodies for the sparks' lifetime. Sparks rarely survive longer than a year, even within a symbiotic relationship with a mortal form. When they expire, they wink out and return to the elemental planes.



Spark

Tiny Elemental, Chaotic Neutral

Armor Class 15

Hit Points 104 (16d4 + 64)

Speed 10 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
4 (−3)	20 (+5)	18 (+4)	10 (+0)	12 (+1)	17 (+3)

Saving Throws Dex +8

Damage Resistances thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities lightning

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 11

Languages Common, Primordial

Challenge 7 (2,900 XP) **Proficiency Bonus** +3

Elemental Nature. The spark doesn't require air, food, drink, or sleep.

Actions

Multiattack. The spark makes three Electric Touch attacks.

Electric Touch. *Melee Spell Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 16 (3d8 + 3) lightning damage.

Inhabit. One Humanoid that the spark can see within 5 feet of it must succeed on a DC 14 Charisma saving throw or be inhabited by the spark. The spark then disappears, fusing with the target's nervous system, and the target is incapacitated and loses control of its body. The spark now controls the body but doesn't deprive the target of awareness. The spark can't be targeted by any attack, spell, or other effect, and it retains its alignment, Intelligence, Wisdom, Charisma, immunity to being paralyzed, petrified, or unconscious, and its Electric Touch attack. It otherwise uses the inhabited target's statistics, but doesn't gain access to the target's knowledge, class features, or proficiencies.

Every 24 hours that elapse, the target must succeed on a DC 14 Constitution saving throw or take 7 (2d6) lightning damage, and its hp maximum is reduced by that amount. This reduction lasts until the target finishes a long rest after the spark no longer inhabits it. The target dies if this reduces its hp maximum to 0. Each time the spark makes an Electric Touch attack and at the end of each long rest, the target can make a DC 14 Charisma saving throw, expelling the spark on a success. Alternatively, the spark can exit the target's body as a bonus action or can be forced out by an effect like the *protection from energy* spell. The target is immune to this spark's Inhabit for 24 hours after succeeding on the saving throw or after the spark is expelled.

A willing target retains full function of its body, doesn't need to make a Constitution saving throw every 24 hours, has immunity to lightning damage, and can communicate with the spark telepathically. If the spark inhabits a willing target, it takes its turn at the same time as the target, but the spark can attack only as a reaction to a creature moving within 5 feet of the target or as a reaction to the target attacking a creature within 5 feet of it.

Spectral Guardian

A luminous green mist swirls into the form of an ancient warrior. Dented armor and a ragged cloak enshroud the warrior's skeletal body, and its grinning skull leers out from an open helm.

Worn Finery. Composed of faintly glowing green vapor, the spectral guardian is a skeletal being encased in ancient armor or noble's finery. The cloth is worn and tattered, spiraling away into mist at the edges, and the creature glides with the faintest whisper of sound.

Eternal Disgrace. The spectral guardian is the spirit of an ancient warrior or noble, bound to serve in death as it failed to do in life. A broken oath, an act of cowardice, or a curse laid down by the gods for a terrible betrayal leaves an indelible mark on a soul. After the cursed creature's death, its spirit rises in a place closely related to its disgrace. Compelled by the crushing weight of its deeds, the spectral guardian knows no rest or peace.

Spectral Guardian

Medium Undead, Neutral Evil

Armor Class 14

Hit Points 93 (11d8 + 44)

Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (−2)	18 (+4)	18 (+4)	11 (+0)	16 (+3)	18 (+4)

Saving Throws Dex +7, Wis +6

Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing damage from nonmagical attacks

Damage Immunities cold, necrotic, poison

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 13

Languages understands the languages it knew in life but can't speak

Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Variant: Arcane Guardian

Some spectral guardians were not warriors in life, but powerful spellcasters. An arcane guardian has a challenge rating of 8 (3,900 XP), 127 (15d8 + 60) hp, and replaces all its actions with the following new actions:

Multiattack. The arcane guardian makes three Spectral Burst attacks. It can replace one attack with a use of Spellcasting.

Spectral Burst. *Melee or Ranged Spell Attack:* +7 to hit, reach 5 ft. or range 120 ft., one target. *Hit:* 9 (1d10 + 4) force damage plus 9 (2d8) necrotic damage.

Spellcasting. The arcane guardian casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 15):

At will: *dancing lights*, *fog cloud*, *minor illusion*

3/day each: *fear*, *slow*

1/day each: *arcane hand*

Disgrace Bound. The spectral guardian is bound to a tomb, castle ruins, or other place related to the disgrace in life that caused it to rise as a spectral guardian in death. If the guardian starts its turn more than 1 mile from its bound location, it loses its Spectral Blade action until it returns to the region. If it remains outside the region, it automatically teleports back to its bound location after 24 hours, regardless of distance.

Incorporeal Movement. The spectral guardian can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Undead Nature. The spectral guardian doesn't require air, food, drink, or sleep.

Actions

Multiattack. The spectral guardian makes two Spectral Blade attacks. If both attacks hit one creature, the target must succeed on a DC 15 Constitution saving throw or have its hp maximum reduced by the total necrotic damage dealt by both attacks.

Spectral Blade. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage plus 9 (2d8) necrotic damage, and the target must succeed on a DC 14 Wisdom saving throw or be frightened until the end of its next turn.

Sphinx, Gypsosphinx

With black wings and a body pale as alabaster, the vulture-beaked sphinx is a striking figure.

As powerful servants of the gods of death and the desert, the gypsosphinx's riddles and obsessions all hinge on death and carrion. Their eyes can spot prey miles away, and the distance they climb into the sky hides their enormous size. The pale gypsosphinx shines in the desert sun and stands out in underground tombs and caverns, yet it can conceal itself when it flies in moonlit clouds. Gypsosphinxes are found anywhere bodies are buried or left to rot, and they harvest corpses from battlefields of warring desert tribes.

Gossips and Riddlers. Gypsosphinxes converse with intelligent undead, priests of death gods, and with other sphinxes, but they rarely gather among their own kind. They guard their territory jealously, typically claiming a necropolis as the heart of their region. Like all sphinxes, gypsosphinxes enjoy riddles. They rely on magic to solve challenging riddles they can't solve on their own.

Night Flyers. Gypsosphinxes are gifted fliers capable of diving steeply from the night sky to snatch carrion or a sleeping camel. The stroke of midnight has a special but unknown significance for them.

Foretell Doom. Occasionally, a paranoid noble seeks out a gypsosphinx and entreats the creature to reveal the time and place of his or her death, hoping to cheat fate. A gypsosphinx demands a high price for such a service, including payment in corpses of humans, unusual creatures, or near-extinct species. Even if paid, the gypsosphinx rarely honors its side of the bargain; instead, it turns its death magic against the supplicant, bringing about his or her death then and there.

GYPSOSPHINX

Large Monstrosity, Neutral Evil

Armor Class 17 (natural armor)

Hit Points 190 (20d10 + 80)

Speed 40 ft., fly 70 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	18 (+4)	18 (+4)	18 (+4)	18 (+4)

Skills Arcana +9, History +9, Perception +9, Religion +9

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities psychic, poison

Condition Immunities poisoned

Senses truesight 90 ft., passive Perception 19

Languages Abyssal, Common, Darakhul, Sphinx

Challenge 14 (11,500XP) **Proficiency Bonus** +5

Death Sense. The sphinx can pinpoint, by scent, the location of each creature below half its hp maximum within 60 feet of it, and it can sense the general direction of creatures that don't have all of their hp within 1 mile of it. In addition, the sphinx can foretell the age and manner of a creature's death by looking at it. This effect doesn't take into account possible circumstances that might change the outcome, such as the casting of powerful spells or the creature making a radical change in its life's path.

Inscrutable. The sphinx is immune to any effect that would sense its emotions or read its thoughts, as well as any divination spell that it refuses. Wisdom (Insight) checks made to ascertain the sphinx's intentions or sincerity have disadvantage.

Magic Weapons. The sphinx's weapon attacks are magical.

ACTIONS

Multiattack. The sphinx makes one Beak attack and two Claw attacks. If both Claw attacks hit one creature, the target must succeed on a DC 18 Strength saving throw or take 14 (4d6) slashing damage and be knocked prone.

Beak. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 10 (1d10 + 5) piercing damage.

Claw. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 19 (4d6 + 5) slashing damage.

Carrion Breath (Recharge 5–6). The gypsosphinx exhales rotting breath in a 30-foot cone. Each creature in the area must make a DC 18 Constitution saving throw. On a failure, a creature takes 21 (6d6) poison damage and 27 (6d8) necrotic damage and is poisoned for 1 minute. On a success, a creature takes half the damage and isn't poisoned. While poisoned in this way, a creature has disadvantage on death saving throws. A poisoned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Spellcasting. The sphinx casts one of the following spells, requiring no material components and using Intelligence as the spellcasting ability (spell save DC 17):

At will: *comprehend languages, detect magic, mage hand*

3/day each: *blur, dispel magic, locate object*

1/day each: *major image, greater invisibility*

LEGENDARY ACTIONS

The sphinx can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The sphinx regains spent legendary actions at the start of its turn.

Beak Attack. The sphinx makes one Beak attack.

Cast a Spell (Costs 2 Actions). The sphinx uses Spellcasting.

Teleport (Costs 2 Actions). The sphinx magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

GYPSOPHINX TEMPLES AND RIDDLES

Accompanied by flocks of vultures and often served by packs of gnolls, ogres, and hyenas, gypsosphinxes living in deserts, plains, hills, and even mountainous terrain often acquire a large number of followers and would-be helpers. This eventually leads a gypsosphinx to anger, as it requires some solitude and peace, and (depending on its mood) it either abandons its entourage or turns them into a hearty meal. In either case, survivors sometimes tell the tale of the creature's wrath, discouraging others from following a gypsosphinx in search of wisdom.

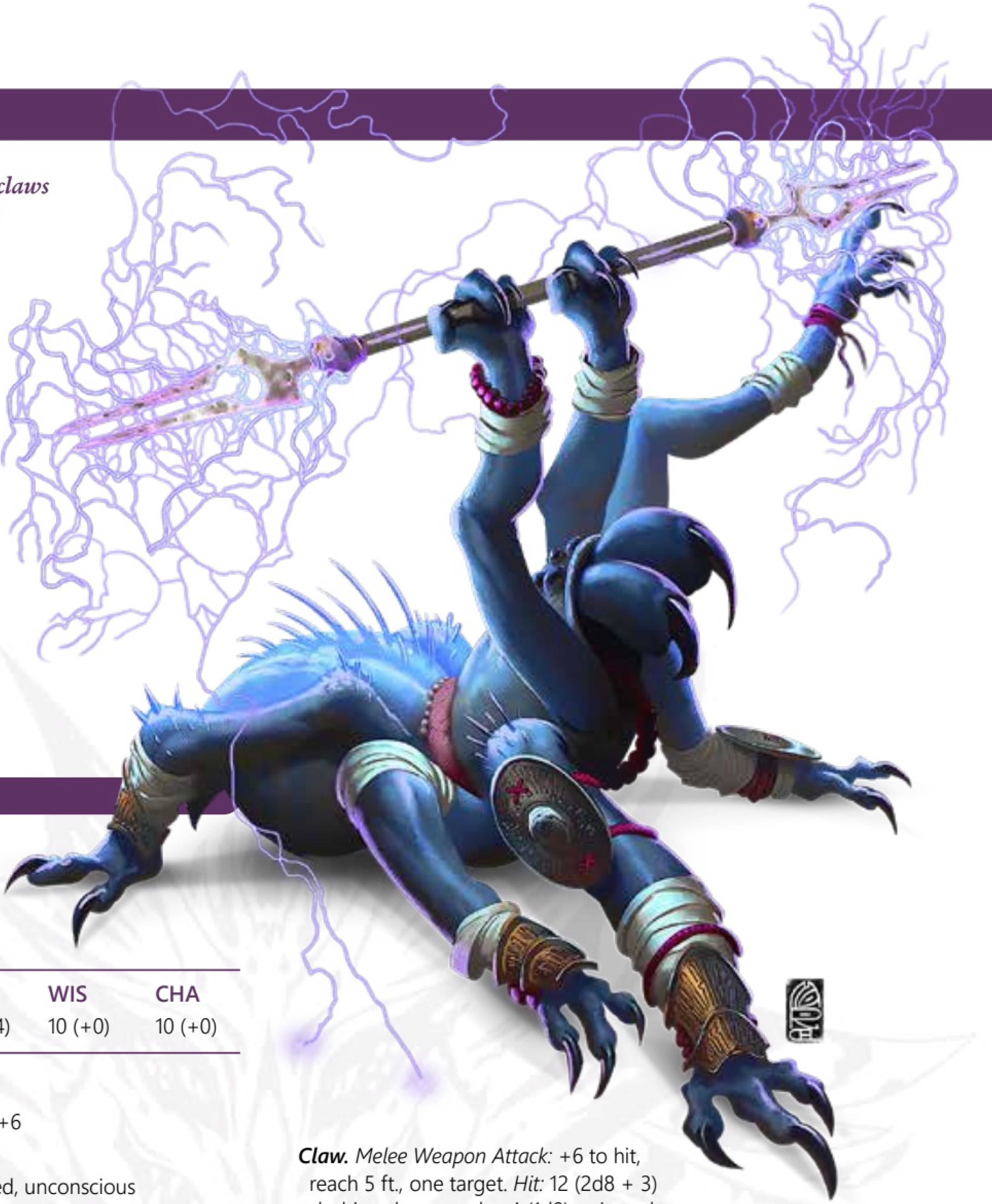
Gypsosphinx temples are another matter; there the sphinx is served by an order of priests who understand its hunger, entertain it with discussions of philosophy, butchery, and gossip, and know when to withdraw and leave their patron to silent contemplation. Such temples are often quite rich, as the gypsosphinx at its heart demands its priests live well, the better to reflect its own importance and status.

11 RIDDLES

The best riddles are ones you create yourself. However, here are a few easy and a few more difficult ones for a gypsosphinx.

- It is light as a feather yet no one can hold it for long. What is it? (Breath)
- I live where there is light, but I die if it shines on me. What am I? (A shadow)
- Always smiles or maybe frowns, sinks in water, never drowns. Catches prey on its barbed teeth, hunts all day but never eats. (A fishhook)
- I have rivers without water, forests without trees, mountains without stones, cities without houses. What am I? (A map)
- Soft as velvet, can't be touched, hides the world, but isn't much. (Darkness/night)
- I have a tail and a head but no body. What am I? (A coin)
- What should you add to a barrel of ale to make it lighter? (A hole)
- Round as an apple, deep as a cup, all the king's horses can't pull me up. What am I? (A well)
- I am open when I'm closed and closed when I'm open. (A drawbridge)
- Born of the earth, strengthened in fire, I sit on high, a master of water. (A roof tile)
- Unwelcome, difficult, precious, and rare. What am I? (The truth)

Spider of Leng



These bloated purple spiders have small claws on their front legs that serve as handlike manipulators. Their abdomens are a sickly purple-white.

Hate Humanoids. The nefarious spiders of Leng are highly intelligent. They are a very ancient people, steeped in evil lore and hideous malice, with an abiding hatred for all humanoid races. They sometimes keep ghostwalk spiders (see page 343) as guardians or soldiers.

Dangerous Blood. Their blood is poisonous and corrosive to most creatures native to the Material Plane. The folk of Leng (see page 190) prize it in the making of etheric harpoons and enchanted nets.

Spider of Leng

Large Aberration, Chaotic Evil

Armor Class 15 (natural armor)

Hit Points 144 (17d10 + 51)

Speed 30 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	16 (+3)	18 (+4)	10 (+0)	10 (+0)

Saving Throws Dex +6, Con +6, Int +7

Skills Athletics +5, Perception +3, Stealth +6

Damage Immunities poison

Condition Immunities charmed, poisoned, unconscious

Senses darkvision 240 ft., passive Perception 13

Languages Common, Void Speech

Challenge 7 (2,900 XP) **Proficiency Bonus** +3

Eldritch Understanding. The spider of Leng can read and use any spell scroll or magic item, ignoring all class, race, and level requirements.

Poisonous Blood. A creature that hits the spider of Leng with a melee attack while within 5 feet of it takes 4 (1d8) poison damage.

Poisonous Death. When the spider of Leng dies, the poisonous blood in its body vaporizes, forming a cloud in the spider's space until initiative count 20 on the next round. Each creature within 5 feet of the spider and each creature that enters the cloud for the first time on a turn must make a DC 15 Constitution saving throw, taking 9 (2d8) poison damage on a failed save, or half as much damage on a successful one.

Actions

Multiattack. The spider of Leng makes two Claw attacks and one Staff of Leng attack, or it makes three Spit Venom attacks.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) slashing damage plus 4 (1d8) poison damage.

Staff of Leng. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 3) bludgeoning damage plus 7 (2d6) psychic damage, and the target must succeed on a DC 15 Wisdom saving throw or be stunned until the end of is next turn.

Spit Venom. *Ranged Weapon Attack:* +6 to hit, range 20/60 ft., one target. *Hit:* 16 (3d8 + 3) poison damage, and the target must succeed on a DC 15 Constitution saving throw or be poisoned and blinded until the end of its next turn.

Spellcasting. The spider of Leng casts one of the following spells, requiring no material components and using Intelligence as the spellcasting ability (spell save DC 15):

At will: *comprehend languages*, *detect magic*

3/day each: *confusion*, *silence*

1/day each: *arcane eye*, *hypnotic pattern*

Reactions

Poisonous Riposte. The spider of Leng adds 3 to its AC against one melee attack that would hit it. To do so, the spider must see the attacker. If this effect causes the attack to miss, the attacker takes 4 (1d8) poison damage.

Spider Thief

This clockwork spider creature is the size of a dog. Each of its eight sharp, sickle-like feet stabs or sinks slightly into the ground. Razor wire enwraps its body, while gyros whirl visibly in its faceless, clockwork head.

Wire Fighters. A spider thief never initiates combat unless ordered to, but it always defends itself against attack. Its initial attack is whirling its razor line to entangle a target. Once it snares a foe, the spider thief keeps attacking that foe until the victim stops resisting or the victim escapes from the spider's wire.

Completely Loyal. This clockwork machine follows orders from its master even if they lead to its destruction, and it fights until destroyed or told to stand down. The machine recognizes only its creator as its master.

Guild Tools. The spider thief got its name because of its ability to climb walls and to effortlessly cross gaps between buildings, making it an excellent accomplice for enterprising thieves. Some thieves' guilds make extensive use of them, and many freelance rogues use them as partners.

Spider Thief

Small Construct, Unaligned

Armor Class 13 (natural armor)

Hit Points 66 (12d6 + 24)

Speed 30 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	14 (+4)	3 (−4)	10 (+0)	1 (−5)

Skills Stealth +3

Damage Resistances fire

Damage Immunities poison, psychic

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages understands the languages of its creator but can't speak

Challenge 2 (450 XP) **Proficiency Bonus** +2

Construct Nature. The spider thief doesn't require air, food, drink, or sleep.

Immutable Form. The spider thief is immune to any spell or effect that would alter its form.

Magic Resistance. The spider thief has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The spider thief makes one Hooked Wire attack and one Sickle Claw attack, or it makes two Sickle Claw attacks.

Sickle Claw. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 10 (2d8 + 1) slashing damage.

Hooked Wire. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 15/30 ft., one target. *Hit:* 6 (2d4 + 1) piercing damage, and the spider thief pulls itself in a straight line up to 25 feet toward the target, stopping in the nearest unoccupied space to the target. When the spider thief moves in this way, opportunity attacks against it have disadvantage.

Bonus Actions

Wire Jump. The spider thief throws a hooked wire at a point on a surface, such as the ground or wall, it can see within 30 feet of it, attaching one end of the wire to that point. It then reels in the wire, pulling itself to an unoccupied space within 5 feet of that point. It can bring along objects and willing creatures as long as their total weight doesn't exceed 100 pounds. When the spider moves in this way, opportunity attacks against it have disadvantage.

Spider, Ghostwalk

A pasty-white spider the size of a horse slinks through the shadows. It fades from sight with a ghostly blue shimmer.

Ghostwalk spiders are malevolent hunters that sprang from misguided experiments on phase spiders. They are spindly, emaciated things all but devoid of color. The spider is 8 feet in diameter (including legs) and weighs 500 pounds.

Phantom Webs. Ghostwalk spiders spin ephemeral webs in secluded areas. They spend most of their time stalking prey to paralyze and drag back to their phantom web. As long as these remains lie tangled in ghostly webs, they go unnoticed by most creatures, but the spiders eventually cast old kills aside. Adventurers are wise to fear empty caves containing unexplained, desiccated remains.

Ghostwalk Spider

Large Monstrosity, Neutral Evil

Armor Class 15

Hit Points 119 (14d10 + 42)

Speed 50 ft., climb 50 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	20 (+5)	17 (+3)	9 (−1)	14 (+2)	8 (−1)

Saving Throws Dex +9, Cha +3

Skills Perception +6, Stealth +9

Damage Immunities poison

Condition Immunities poisoned

Senses truesight 60 ft., passive Perception 16

Languages understands Undercommon but can't speak

Challenge 9 (5,000 XP) **Proficiency Bonus** +4

Ghostly Body (Ghostwalk Form Only). The ghostwalk spider has resistance to acid, cold, fire, lightning, and thunder damage and to bludgeoning, piercing, and slashing damage from nonmagical attacks, and it has immunity to the grappled, paralyzed, petrified, and restrained conditions.

Incorporeal Movement (Ghostwalk Form Only). The ghostwalk spider can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Spider Climb. The spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Walker. The spider ignores movement restrictions caused by webbing.

Actions

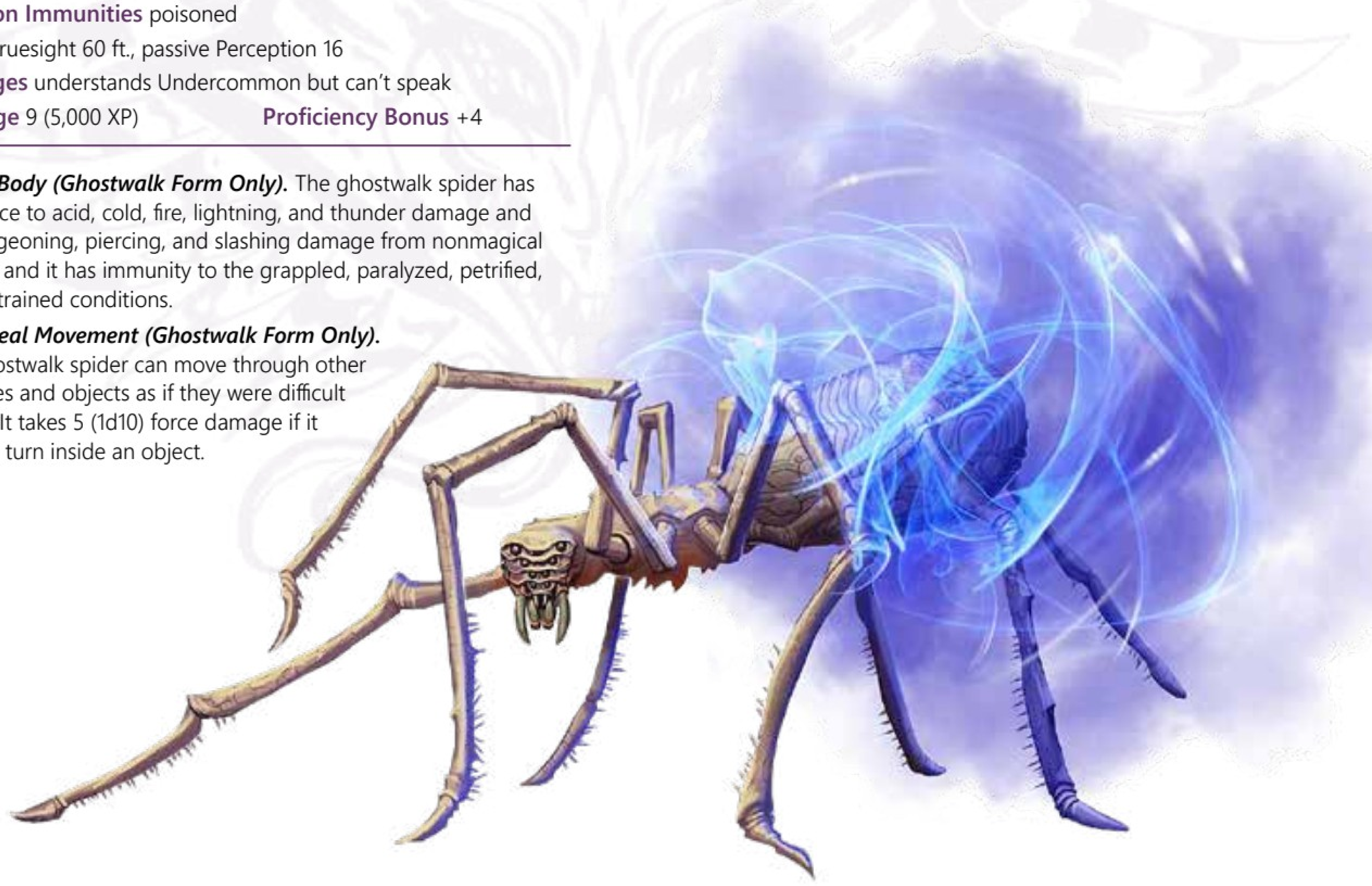
Multiattack. The ghostwalk spider makes one Bite attack and one Ghostly Snare attack, or it makes two Bite attacks.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 21 (3d10 + 5) piercing damage. If the ghostwalk spider is in its true form, the target must make a DC 15 Constitution saving throw, taking 13 (3d8) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hp, the target is stable but poisoned for 1 hour, even after regaining hp, and is paralyzed while poisoned in this way.

Ghostly Snare (Ghostwalk Form Only, Recharge 4–6). *Ranged Weapon Attack:* +9 to hit, range 30/60 ft., one target. *Hit:* The target is restrained by invisible webbing. While restrained in this way, the target is invisible. As an action, the restrained target can make a DC 15 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 12; hp 15; immunity to bludgeoning, poison, and psychic damage).

Bonus Actions

Ghostwalk. The ghostwalk spider magically takes on a ghostly form or returns to its true, tangible form. Its statistics are the same in each form. Any equipment it is wearing or carrying becomes ghostly with it. It reverts to its true form if it dies.



Spider, J'ba Fofi

A large, brown spider that resembles a tarantula with exaggeratedly long legs gracefully emerges from the bushes, followed by similar arachnids that are smaller and yellow in color.

The j'ba fofi resembles an oversized tarantula with very long legs, although a flicker of intelligence indicates this species evolved above mere vermin.

Spider Pack Leaders. The youngest are yellow in color, but their hairs turn brown as they age. Immature j'ba fofi pull ordinary spiders into their fellowship in teeming masses that follow along wherever they roam.

Fond of Camouflage. The natural coloring of a j'ba fofi, along with its habit to cover its hair-like bristles in a layer of leaves makes it virtually invisible in its natural environment. They weave leaves and other forest litter into their webs to create well-hidden, enclosed lairs.

J'ba Fofi Spider

Large Beast, Unaligned

Armor Class 18 (natural armor)

Hit Points 75 (10d10 + 20)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	17 (+3)	15 (+2)	4 (−3)	13 (+1)	6 (−2)

Skills Stealth +5

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 11

Languages —

Challenge 3 (700 XP)

Proficiency Bonus +2

Camouflaged Webs. With 10 minutes of work, the j'ba fofi can create a camouflaged web in a 10-foot cube. The web must be anchored between two solid mases or layered across a floor, wall, or ceiling. A camouflaged web layered over a flat surface has a depth of 5 feet. The web is camouflaged to match its surroundings, requiring a successful DC 15 Wisdom (Perception) check to notice them. Each creature that starts its turn in the camouflaged web or that enters it during the creature's turn must succeed on a DC 13 Dexterity saving throw or be restrained. A creature, including the restrained creature, can take its action to break the webbing and free the restrained creature by succeeding on a DC 13 Strength check. The webbing can also be attacked and destroyed (AC 10; hp 5; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

Forest Camouflage. The j'ba fofi has advantage on Dexterity (Stealth) checks made to hide in forested terrain.

Spider Climb. The j'ba fofi can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Spider Passivism. No spider can willingly attack the j'ba fofi, unless attacked first. A spider can be forced to do so through magical means.

Web Sense. While in contact with a web, the j'ba fofi knows the exact location of any other creature in contact with the same web.

Web Walker. The j'ba fofi ignores movement restrictions caused by webbing.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 8 (1d10 + 3) piercing damage, and the target must make a DC 12 Constitution saving throw, taking 18 (4d8) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hp, the target is stable but poisoned for 1 hour, even after regaining hp, and is paralyzed while poisoned in this way.

Call Spiderlings (1/Day). The j'ba fofi releases pheromones and calls 1 swarm of spiders. The spiders arrive in 1d4 rounds, acting as allies of the j'ba fofi and obeying its pheromone commands. The spiders remain for 1 hour, until the j'ba fofi dies, or until the j'ba fofi dismisses them as a bonus action.

Spider, Red-Banded Line

Bands of red swirl along the abdomen of this small, black spider.

Red-banded line spiders are named for both the deep red swirls on their abdomens, unique to each spider, and for their peculiar hunting technique. The largest ones hunt in the dark canopy of temperate and subtropical forests.

Hand-Sized Hunters. These furry, brown spiders are not enormous monsters, but they are big enough to be alarming. A typical one is as big as a human hand with fingers spread wide, but some grow as large as small dogs.

Webbed Line. Line spiders don't spin webs but instead perch and watch for prey. When prey wanders near, the spider launches a line of webbing to snare it, then pounces unerringly along that line to deliver a deep bite. Their potent venom can incapacitate creatures much larger than themselves, and they quickly devour flesh with their powerful jaws.

City Dwellers. Line spiders are often found in cities, and their size makes them a good replacement for a garroter crab (see page 194) in certain forms of divination. They're favorites among exotic-pet dealers—usually with their venom sacs removed, sometimes not. Goblins, kobolds, and some humans use them rather than cats to control a mouse or rat infestation, and they make reasonably good pets if they're kept well-fed. If they get hungry, line spiders may devour other small pets or even their owners.

Red-Banded Line Spider

Tiny Beast, Unaligned

Armor Class 13

Hit Points 15 (6d4)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
4 (−3)	16 (+3)	10 (+0)	1 (−5)	10 (+0)	2 (−4)

Skills Perception +2, Stealth +5

Damage Immunities psychic

Condition Immunities charmed, frightened

Senses darkvision 60 ft., passive Perception 12

Languages —

Challenge 1/4 (50 XP) **Proficiency Bonus** +2

Reactive Venom. If the spider deals poison damage to a creature that is poisoned, the target takes an extra 2 (1d4) poison damage.

Spider Climb. The spider can climb difficult surfaces, including upside down and on ceilings, without needing to make an ability check.

Web Walker. The spider ignores movement restrictions caused by webbing.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage plus 5 (2d4) poison damage, and the target must succeed on a DC 10 Constitution saving throw or be poisoned until the end of its next turn.

Bonus Actions

Swingline. The spider throws a length of webbing at a point on a surface, such as the ground or wall, it can see within 30 feet of it, attaching one end of the webbing to that point. It then reels in the webbing, pulling itself to an unoccupied space within 5 feet of that point. When the spider moves in this way, opportunity attacks against it have disadvantage. If the spider pulled itself at least 15 feet straight toward a creature, it has advantage on the next Bite attack it makes against that creature before the start of its next turn.

Spider, Sand

Two speckled, tan legs erupt from the sand, plunging forward with murderous speed. The legs are quickly followed by the body of a large, orange and tan-furred spider.

Drag Prey into Tunnels. Sand spiders lurk beneath the arid plains and dry grasslands. These carnivores hunt desert dwellers and plains travelers by burrowing into loose sand so they are completely hidden from view. When prey walks over their trap, the spider lunges up from hiding, snares the prey, and drags it down beneath the sand, where it can wrap the prey in webbing before quickly stabbing it to death.

Spider Packs. More terrifying than a lone sand spider is a group of sand spiders hunting together. They build connected lair networks called clusters, containing one female and two or three males. They work together with one sand spider attacking to draw attention, and the others attacking from trapdoors in the opposite direction, behind the skirmish line.

Sand Spider

Large Beast, Unaligned

Armor Class 15 (natural armor)

Hit Points 135 (18d10 + 36)

Speed 30 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	17 (+3)	14 (+2)	4 (−3)	12 (+1)	4 (−3)

Skills Perception +4, Stealth +6

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 14

Languages —

Challenge 7 (2,900 XP) **Proficiency Bonus** +3

Sand Camouflage. The sand spider has advantage on Dexterity (Stealth) checks made to hide in sandy terrain.

Actions

Multiattack. The sand spider makes one Bite attack and two Impaling Leg attacks.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 10 (1d10 + 5) piercing damage plus 10 (3d6) poison damage.

Impaling Leg. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage. If the target is a Medium or smaller creature, it must succeed on a DC 16 Strength saving throw or be grappled (escape DC 16). Until this grapple ends, the target is restrained and takes 7 (2d6) piercing damage at the start of each of its turns, and the sand spider can't use the same Impaling Leg on another target. The sand spider has four Impaling Legs.

Reactions

Trapdoor Ambush. When the sand spider is burrowed just below the surface of sand and a Medium or smaller creature enters the space on the surface just above where it is burrowed, the sand spider makes one Impaling Leg attack against the creature, bursting from the sand and revealing itself in the process. The target has disadvantage on the saving throw to avoid being grappled.

Spire Walker

This miniscule creature kicks up a ghostly, sparkling fire when it jostles and jigs. Lightning sparks fly between it and its perch.

Storm Dancers. When storm clouds gather over cities, harbors, and twisted badlands, electrical energy fills the air. During these times, miniscule fey dance on church steeples, desolate peaks, and ships' masts. Also called corposanti by scholars, spire walkers are nature spirits that delight in grandiose displays of thunderbolts. They can be found frolicking in a thunderstorm or keeping company with blue dragons or storm giants—though these larger creatures often chase them off for being a nuisance.

Small and Metallic. Spire walkers stand no more than a foot tall, with dusky blue-gray skin and shocks of silvery, slate, or pale blue hair. Spire walkers prefer clothing in metallic hues with many buttons, and they always carry a handful of tiny copper darts that they hurl at each other during their incomprehensible games. When excited, they emit a sparking glow from the tips of their noses, eyebrows, ears, and pointy shoes. They play rough-and-tumble games among themselves and enjoy pranking bystanders with frightening but mostly harmless electric shocks. If a spire walker perishes during the fun, the others pause just long enough to say "awww, we'll miss you" and go through their comrade's pockets before continuing with the game.

Love Copper and Amber. Spire walkers like gold but they love copper. They prefer it over all other metals, and they keep the copper pieces in their pockets brilliantly polished. They also value amber gems. Among a group of spire walkers, the leader is not the cleverest or most ruthless, but the one displaying the most ostentatious amber jewel.

Spire Walker

Tiny Fey, Chaotic Neutral

Armor Class 16 (natural armor)
Hit Points 49 (11d4 + 22)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
3 (−4)	18 (+4)	14 (+2)	11 (+0)	10 (+0)	16 (+3)

Saving Throws Dex +6
Skills Acrobatics +6
Damage Resistances piercing from nonmagical attacks
Damage Immunities lightning, thunder
Senses passive Perception 10
Languages Common, Sylvan
Challenge 3 (700 XP) **Proficiency Bonus** +2

Energized Body. A creature wearing metal or wielding a metal weapon that touches the spire walker or hits it with a melee attack while within 5 feet of it takes 3 (1d6) lightning damage.

Actions

Lightning Burst. *Melee or Ranged Spell Attack:* +5 to hit, reach 5 ft. or range 60 ft., one target. *Hit:* 17 (4d6 + 3) lightning damage, and each creature, other than the target, within 10 feet of the target must make a DC 13 Dexterity saving throw, taking 7 (2d6) lightning damage on a failed save, or half as much damage on a successful one.

Invisibility. The spire walker magically turns invisible until it attacks or until its concentration ends (as if concentrating on a spell). Any equipment the spire walker wears or carries is invisible with it.

Bonus Actions

Steeple Step. The spire walker teleports, along with any equipment it is wearing or carrying, up to 30 feet to an unoccupied space it can see. The destination must be on the steeple of a building, mast of a ship, corner of a rooftop, or similar narrow point or feature.

Star-Spawn of Cthulhu

This enormous and strange octopoid creature has clawed hands, a powerful but distended cranium, and winglike spines on its back.

These masters of psychic communication and dimensional manipulation can transport themselves and others across enormous distances.

Mastery of Life and Destruction. The star-spawn of Cthulhu harnessed mysterious energies of life and destruction to grow new life with remarkable speed (and some degree of wastage and cancerous tumors) and to turn living flesh into miasmic vapor through nothing more than focused attention.

Rituals to Cthulhu. Their goals are simple: oppose the mi-go (see page 266) and aid dread Cthulhu. The star-spawn destroy creatures that will not serve as slaves and sacrifices, rather than allowing them to serve another master. Above all, they insist that all creatures venerate great Cthulhu and sacrifice life and treasure in his name. Their ultimate aim is to bend the heavens themselves and ensure that the stars are rightly positioned in their orbits to herald Cthulhu's inevitable return.

Star Spawn of Cthulhu

Large Fiend, Chaotic Evil

Armor Class 17 (natural armor)

Hit Points 212 (17d10 + 119)

Speed 30 ft., swim 30 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	15 (+2)	24 (+7)	30 (+10)	18 (+4)	23 (+6)

Saving Throws Str +12, Con +12, Wis +9

Skills Arcana +15, Perception +14

Damage Resistances bludgeoning, piercing, slashing

Damage Immunities cold, fire, lightning, poison, psychic

Condition Immunities exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 300 ft., passive Perception 24

Languages Abyssal, Common, Void Speech

Challenge 15 (13,000 XP) **Proficiency Bonus** +5

Psychic Absorption. Whenever the star spawn is subjected to psychic damage, it takes no damage and instead regains a number of hp equal to the psychic damage dealt.

Void Traveler. The star spawn of Cthulhu doesn't require air, food, drink, sleep, or ambient pressure.

Actions

Multiattack. The star spawn of Cthulhu makes two Crushing Claws attacks and one Dimensional Stomp attack, or it makes three Void Bolt attacks. It can replace one attack with a use of Disintegrating Gaze, if available.

Crushing Claws. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 20 (2d12 + 7) bludgeoning damage plus 13 (3d8) necrotic damage.

Dimensional Stomp. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 18 (2d20 + 7) bludgeoning damage plus 13 (3d8) necrotic damage, and the target must succeed on a DC 19 Charisma saving throw or be teleported to an unoccupied space the star spawn can see within 30 feet of it.

Void Bolt. *Ranged Spell Attack:* +15 to hit, range 120 ft., one target. *Hit:* 32 (5d8 + 10) necrotic damage.

Disintegrating Gaze (Recharge 5–6). One creature the star spawn can see within 60 feet of it must succeed on a DC 19 Constitution saving throw or take 27 (6d8) necrotic damage and be transformed into a misty cloud for 1 minute. The transformed creature's only method of movement is a flying speed of 10 feet, and it can enter and occupy the space of another creature. In addition, the transformed target can't talk, attack, cast spells, or manipulate objects, and any objects it was carrying or holding can't be dropped, used, or otherwise interacted with. The transformed target can repeat the saving throw at the end of each of its turns, taking 13 (3d8) necrotic damage on a failed save, or ending the effect on itself on a successful one. A creature killed by this effect can be restored to life only by means of a *true resurrection* or a *wish* spell.

Bonus Actions

Interdimensional Step. The star spawn of Cthulhu teleports, along with any equipment it is wearing or carrying, up to 30 feet to an unoccupied space it can see. Small tears in reality appear at the origin and destination when it uses this bonus action.

Strife

The small, childlike creature with purple skin and an overly large mouth hovers in the shadows of the alleyway behind the tavern, giggling with delight as it watches fights break out.

This strange, childlike fey feeds off the negative feelings that manifest from mortals who spread rumors and falsehoods about one another.

False Legends. Due to its ability to remain unseen and its appearance wherever discord rises, many in the mortal world believe this fey is the physical embodiment of a feeling, a magical manifestation brought on by strong mortal emotions. Delighting in rumors and misinformation, the fey don't correct these interpretations and proudly use the mortal moniker, strife.

Invasive Fey. Though strifes aren't physical embodiments of mortal emotions, negative feelings between mortals create a weakening between the Material Plane and the realms of the fey, allowing strifes to enter the material world. Once on the Material Plane, a strife lurks in the shadows of a settlement, fueling rumors until the populace erupts with chaos and discord. Travelers might come across a settlement and be greeted with abnormal hostility when a strife is present. Once its work is done, the strife returns to the fey realms to tell tales of its work before finding a new settlement to disturb. The most successful of strifes have caused kingdoms to fall to civil war when the government was painted as unfit by a strife's work. The strife does not revel in bloodshed, but in the unrest of the days or weeks that precede it.

Strife

Small Fey, Chaotic Evil

Armor Class 15

Hit Points 60 (11d6 + 22)

Speed 40 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
8 (−1)	20 (+5)	14 (+2)	13 (+1)	14 (+2)	16 (+3)

Skills Deception +7, Stealth +9

Senses darkvision 60 ft., passive Perception 12

Languages Common, Sylvan

Challenge 3 (700 XP) **Proficiency Bonus** +2

Mimicry. The strife can mimic Humanoid voices. A creature that hears the sounds can tell they are imitations with a successful DC 17 Wisdom (Insight) check.

Delight. When a creature within 30 feet of the strife takes psychic damage, the strife gains 5 temporary hp or gains advantage on the next attack roll it makes before the end of its next turn (the strife's choice).

Actions

Multiattack. The strife can use its Sow Discord. It then makes two Claw attacks.

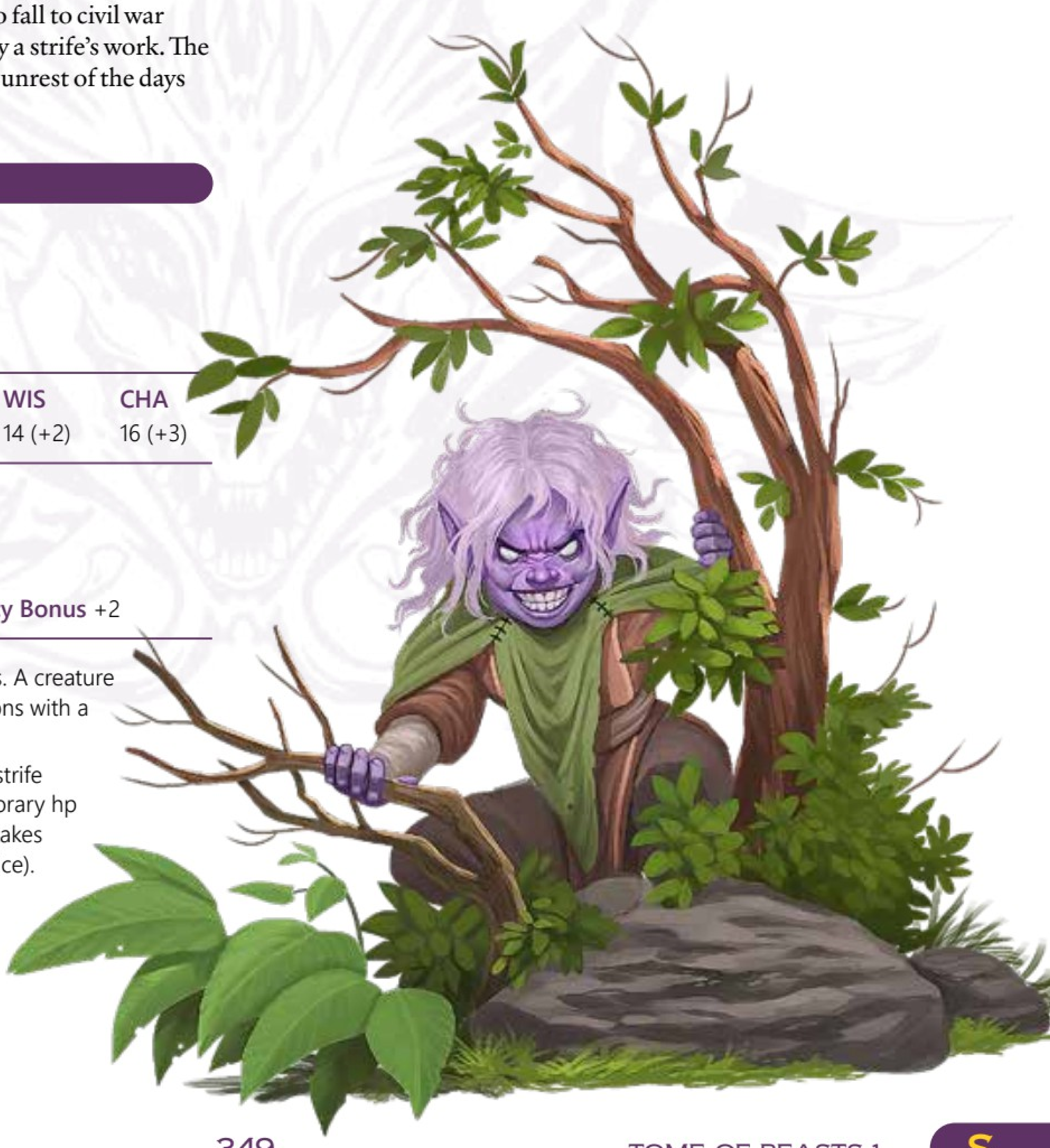
Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft. one target. *Hit:* 8 (1d6 + 5) slashing damage.

Sow Discord. The strife attempts to sow discord in up to two creatures it can see within 30 feet of it. Each target must make a DC 13 Wisdom saving throw. On a failure, a creature takes 7 (2d6) psychic damage and distrusts its allies until the start of the strife's next turn. On a success, a creature takes half the damage and doesn't distrust its allies. A creature that distrusts its allies can't give or receive aid from its allies, including spells, class features like Sneak Attack, and the Help action.

Invisibility. The strife magically turns invisible until it attacks or until its concentration ends (as if concentrating on a spell). Any equipment the strife wears or carries is invisible with it.

Reactions

Induce Doubt. If a creature misses the strife with an attack, the strife can cause the attacker to doubt itself. The attacker must succeed on a DC 13 Wisdom saving throw or each time it makes an attack roll or saving throw before the end of its next turn, it must roll a d4 and subtract the number rolled from the attack roll or saving throw.



Stryx

The brown owl in the tree suddenly opens its beak. Instead of a hoot, it reveals very human teeth and speaks.

Stryxes are the result of the Moonlit King's (see page 176) mad experiments deep within the Plane of Shadows. They resemble owls and can pass as normal birds as long as they don't speak or open their mouths. The stryx have a larger mouth hidden behind their beaks, filled with gleaming human teeth. Stryxes range in color from pale gray to sooty black, with gleaming eyes.

Strange Alchemy. Stryxes are unnatural beings that came about through terrible manipulation of normal owls and kidnapped humans. The Moonlit King of the shadow fey, banished and imprisoned in his tower, is desperate to touch the outside world. His crazed experiments blended shreds of mortal souls into shadowy owls and thus brought the stryx into being.

The Shadow's Eyes. The truth of the stryx is all but unknown outside the Moonlit King's inner circle, where these creatures serve as the king's eyes and ears. Stryxes thrive in the Plane of Shadow and on the Material Plane equally, and they enjoy attaching themselves to powerful beings as spies, servants, and translators. Their purposes are muddied, however, because they constantly relay what they learn to their mad creator.

Stryx Familiars

Stryxes make excellent spies, and they delight in serving others. The strange owls often become outstanding spies and translators by bonding themselves to a master. Some spellcasters seek out the stryx and strike a bargain to gain the creature's service as a familiar. While most stryxes make a show of hard bargaining, secretly they are eager to strike the deal. Stryxes that serve spellcasters have the following trait.

Familiar. The stryx can serve another creature as a familiar, forming a magic, telepathic bond with that willing companion. While the two are bonded, the companion can sense what the stryx senses as long as they are within 1 mile of each other. While the stryx is within 10 feet of its companion, the companion shares the stryx's Keen Hearing and Sight trait. At any time and for any reason, the stryx can end its service as a familiar, ending the telepathic bond.

Stryx

Tiny Monstrosity, Neutral

Armor Class 12

Hit Points 10 (4d4)

Speed 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
3 (−4)	14 (+2)	11 (+0)	8 (−1)	15 (+2)	6 (−2)

Skills Perception +4, Stealth +6

Senses darkvision 120 ft., passive Perception 14

Languages Common, Elvish

Challenge 1/8 (25 XP) **Proficiency Bonus** +2

False Appearance. While the stryx keeps its beak closed and doesn't speak, it is indistinguishable from a normal owl.

Flyby. The stryx doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Keen Hearing and Sight. The stryx has advantage on Wisdom (Perception) checks that rely on hearing or sight.

Actions

Talons. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) slashing damage.

Spellcasting (3/Day). The stryx casts the *comprehend languages* spell, requiring no material components and using Wisdom as the spellcasting ability.

Stuhac

This pale-skinned, white-bearded hermit wears a winter cloak and travels the mountain paths, cliff sides, and trade routes alone.

Feigns Weakness. Living in isolated mountain passes and foraging along little-traveled slopes, the stuhac is a master of stealth and deception. Wrapping heavy furs around itself, it poses as a feeble hermit or traveler needing assistance. Only after its victims have been lured away from warmth and safety does the stuhac drop its disguise and show its true nature: the withered traveler's gnarled hands uncurl to reveal jagged yellow claws, its cataract-ridden eyes are exposed as waxen orbs wobbling loosely in their sockets, and its clothing is revealed to be woven layers of yellowed tendon and ligament.

Hideous Garments. The stuhac's most prized possessions are its "clutters," garments woven of layered and tangled ligaments and tendons. These grisly trophies are taken from scores of victims, and stuhacs treasure each bit of their disgusting attire. When two stuhacs meet, they compare their garb, swapping anecdotes of their most horrifying kills and deceptions. Stuhacs weave new ligaments into their clutters while their still-living victims watch. Lying in crippled agony, they cannot flee as the stuhac tears fresh material from their bodies for its garments. To keep screams from disturbing their work, these monsters first sever their victim's vocal chords.

Devour Victims. Once its clutters are done, the stuhac feeds on its live victim, devouring everything but the bones. Finding a clean-picked humanoid skeleton along a mountain path is a reliable sign of a stuhac's presence.

Stuhac

Medium Fiend, Neutral Evil

Armor Class 18 (natural armor)

Hit Points 209 (22d8 + 110)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	18 (+4)	20 (+5)	12 (+1)	16 (+3)	15 (+2)

Saving Throws Str +11, Dex +9, Con +10, Cha +7

Skills Deception +12

Damage Resistances acid, fire, lightning; bludgeoning and piercing from nonmagical attacks

Damage Immunities cold, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 13

Languages Abyssal, Common, Infernal, telepathy 120 ft.

Challenge 13 (10,000 XP) **Proficiency Bonus** +5

Mountain Walk. The stuhac can move across and climb rocky surfaces without needing to make an ability check. Additionally, difficult terrain composed of rocks or rocky debris doesn't cost it extra movement.

Standing Leap. The stuhac's long jump is up to 30 feet and tis high jump is up to 15 feet, with or without a running start.

Actions

Multiattack. The stuhac can use Hobble. It then makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 20 (4d6 + 6) piercing damage.

Claw. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 28 (5d8 + 6) slashing damage.

Hobble. The stuhac telekinetically tears the tendons and ligaments of one creature it can see within 60 feet of it. The target must succeed on a DC 18 Constitution saving throw or take 13 (3d8) force damage and its speed is reduced by 10 feet. The stuhac can't reduce a creature's speed below 0 feet with this action. This reduction lasts until the creature finishes a long rest or until removed by the *greater restoration* spell or similar magic.

Illusory Appearance. The stuhac covers itself and anything it is wearing or carrying with a magical illusion that makes it look like another creature of its general size and Humanoid shape. The illusion ends if the stuhac takes a bonus action to end it or if the stuhac dies.

The changes wrought by this effect fail to hold up to physical inspection. For example, the stuhac could appear to have gnarled hands, but someone touching the stuhac's hands would feel its jagged claws. Otherwise, a creature must take an action to visually inspect the illusion and succeed on a DC 20 Intelligence (Investigation) check to discern that the stuhac is disguised.

Subek

The merchant displayed his wares and smiled, the kindness in his eyes and softness of his smile juxtaposed with his crocodilian body and fangs.

For most of the year, the subek are a kindly people, advising others and lending their physical and intellectual prowess to local projects. During the flood season, however, subek become violent and territorial, ruthlessly killing and consuming all trespassers.

Riverbank Homes. Subek are crocodilian humanoids that dwell along the banks of great rivers. They have muscular physiques, surprisingly dexterous hands, and a frightening maw of sharp teeth. They are 9 feet tall, average 700 pounds, and can live up to 300 years. During the dry season, subek are friendly and thoughtful scholars, historians, and artisans.

Flood Fever. Subek are well aware of their destructive and violent nature. When the waters rise, they distance themselves from other cultures, warning locals to keep away until the river recedes. Most migrate up or down river to an area with few inhabitants; some even construct underground prisons or cages and pay brave retainers to keep them locked up and fed during their time of savagery. During flood fever, subek do not recognize friends or colleagues. They discard all trappings of civilization and kill non-subek creatures indiscriminately. Once the fever clears, they remember nothing of their actions, though they are surrounded by undeniable, grisly reminders.

Keep Their Distance. Despite the danger, subek are tolerated and even prized for their skill as engineers, historians, and teachers. They live on the outskirts of many human towns, maintaining a cautious distance from their neighbors. Subek marriage is pragmatic; they live with a mate long enough to foster a single egg and raise the hatchling for a decade before parting ways.

Curious Duality. Subek scholars and oracles debate their duality. Some believe it to be an ancient curse, a shared ancestry with an ancient savage people, or some loathsome and primitive part of their soul exerting control. A rare few—shamans and oracles, mostly—embrace their duality and choose to live year-round in remote regions far from civilization.

Subek

Large Humanoid (Subek), Lawful Neutral

Armor Class 15 (natural armor)

Hit Points 114 (12d10 + 48)

Speed 30 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	18 (+4)	14 (+2)	13 (+1)	13 (+1)

Skills History +5, Investigation +5

Senses darkvision 60 ft., passive Perception 11

Languages Common

Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Flood Fever. During flood season, the subek is overcome with bloodthirsty malice, becoming more aggressive and losing its proficiency in Intelligence (History) and Intelligence (Investigation) checks. If it hasn't fed within the past 8 hours, it enters a frenzy, spending each turn attacking the nearest creature it can see. If no creature is near enough to move to and attack, the subek attacks an object, with preference for an object smaller than itself. During the frenzy, it has advantage on melee attack rolls against any creature that doesn't have all its hp.

It continues the frenzy until it has fed and enters the frenzy again every time it goes without eating for 8 hours for the duration of the flood season.

Hold Breath. The subek can hold its breath for 15 minutes.

Actions

Multiattack. The subek makes one Bite attack and two Claw attacks. If both Claw attacks hit one creature, the target must succeed on a DC 15 Strength saving throw or take 7 (2d6) slashing damage as the subek tears into the target.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *it:* 13 (2d8 + 4) piercing damage.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Suturefly

This darting creature resembles a dragonfly, but with three pairs of gossamer wings and a body made from splintered wood. Flashes of bright colors run along its body.

Sew Mouths Shut. Forest folk rarely speak when entureflies dart through the trees, because these creatures listen for lies and sew any offender's mouth, nose, and eyes shut. Some say the old woods hide nothing but liars, and that is why the deepest forest is shrouded in silence. Others say that the forest uses sutureflies to smother those who break its covenants or reveal its secrets. Adventurers see a suturefly's handiwork more often than they glimpse one of the creatures directly: corpses with mouths and noses stitched shut lie in the underbrush, mysterious people whose mouths are ringed with black puncture marks observe intruders from afar, and dryads step from trees, their eyes sewn shut against the evils of civilization.

Seek Out Curses. Numerous suturefly varieties exist. Some attack based on verbal triggers other than lies. Black-banded sutureflies, for instance, detect curses and religious blasphemies. When attacking, sutureflies dart from hiding to surprise opponents. Once they sew someone's mouth closed, they target the same victim's nose, unless threatened by another opponent. Sutureflies attack until they have sewn all of their opponents' mouths, eyes and noses closed or until they're destroyed.

Suturefly

Tiny Beast, Unaligned

Armor Class 12

Hit Points 10 (4d4)

Speed 10 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (−5)	15 (+2)	10 (+0)	1 (−5)	12 (+1)	4 (−3)

Skills Stealth +4

Senses darkvision 60 ft., passive Perception 11

Languages —

Challenge 1/4 (50 XP) **Proficiency Bonus** +2

Detect Lies. The suturefly knows if it hears a lie and can pinpoint the location of a creature within 60 feet of it that lied within the last minute.

Forest Camouflage. The suturefly has advantage on Dexterity (Stealth) checks made to hide in forested terrain.

Actions

Sew. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage, and the target must succeed on a DC 12 Dexterity saving throw or the suturefly sews the target's mouth, nose, or one of its eyes closed (the suturefly's choice). With supernatural speed, the suturefly repeatedly pierces the target's face, each time threading a loop of the target's own skin through the previous hole. These skin loops rapidly blacken, shrink, and draw the orifice tightly closed. If a target's mouth is sewn shut, it can't speak. If its mouth and nose are sewn shut, it can't breathe, and if both eyes are sewn shut, it is blinded. A creature, including the target, can take its action to cut open one of the sewn orifices by succeeding on a DC 12 Dexterity check with an edged weapon or tool.

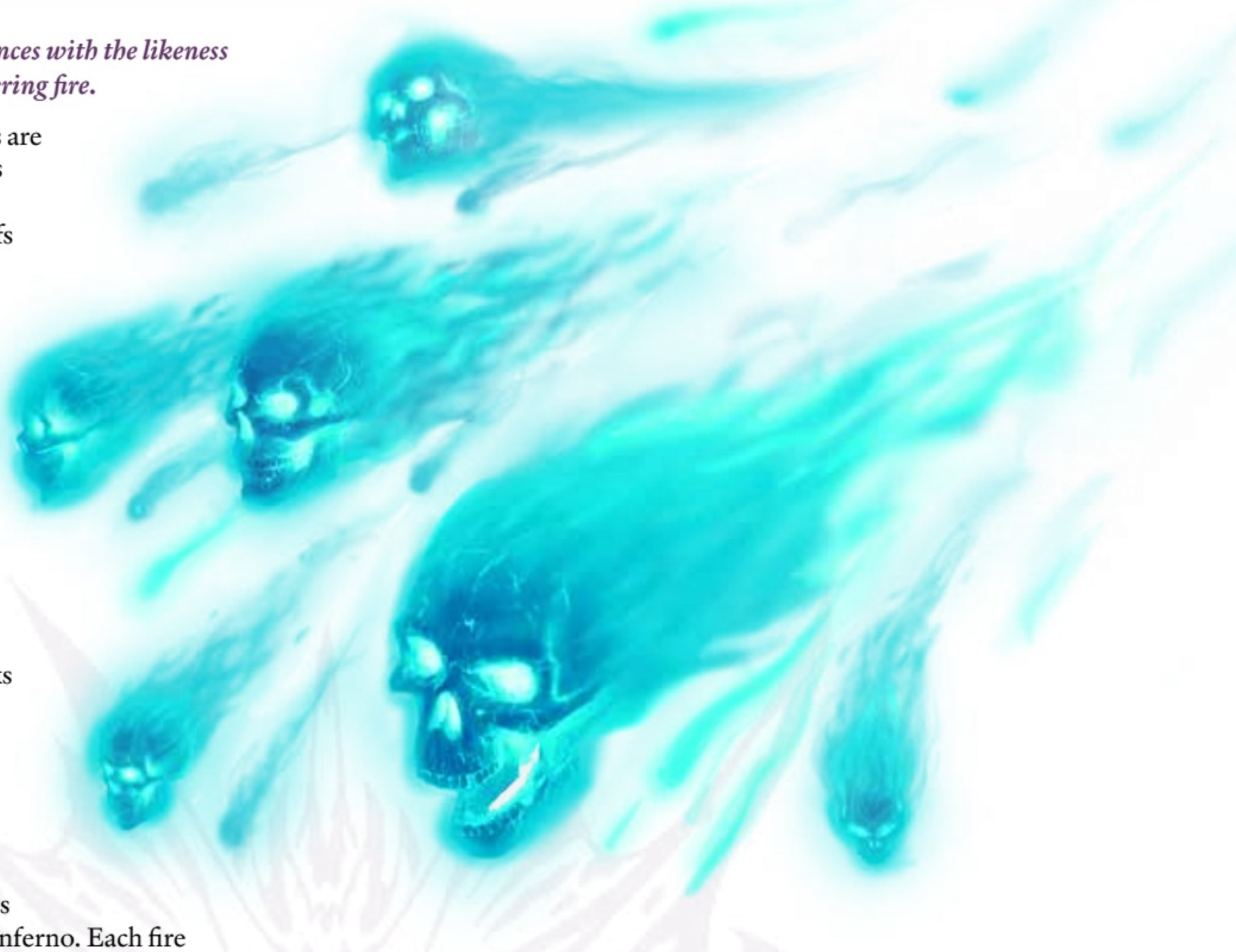
Sutureflies in Midgard

In the Mistwallows of the deep Margreve, a green and gold variety of suturefly attacks briar folk, hags, and any others who allow magic to escape their lips. Sutureflies dart, hover, and strafe with perfect maneuverability. Most are six inches long, but rangers who've ventured deep into the Margreve claim to have discovered detached suturefly wings over 5 feet long, likely from a creature capable of sewing shut the eyes and mouths of giants.

Folk of the outer Margreve release sutureflies from wooden coffers at forest trials to encourage witnesses to tell the truth. In the heart of the woods, one of Baba Yaga's daughters polices her "flock" of stolen children with sutureflies.

Swarm of Fire Dancers

A swirling mass of tiny, blue flames dances with the likeness of a skull embedded in each little, flickering fire.



Stunted Elementals. Fire dancers are tiny fire elementals. Speculation varies whether they're simply immature or somehow stunted. They may be castoffs from larger, fiery elemental beings. A single, solitary fire dancer is no more than a semi-sentient spark with a fragment of life and lofty but unrealistic ambitions. In large numbers, they're a menace.

Unite and Grow Strong. Larger fire elementals are usually content merely to exist on their plane of origin. Fire dancers possess (and some argue are infected with) mortal qualities—they seek to reach a greater potential, which smacks of envy, ambition, and resentment. They realize that there is power in numbers and that, when united, they are a force to be reckoned with. A single fire dancer is no more threatening than a tiny candle flame, burning hot and blue. When thousands join together, though, the result is an inferno. Each fire dancer shapes itself into the likeness of a creature's (typically humanoid) skull to cause fear in its victims.

Shared Goals. Lone fire dancers have some individuality, and like-minded fire dancers gather together in swarms to accomplish shared goals. Savvy bards, conjurers, and enchanters who summon or interact with swarms of fire dancers know to quickly determine the swarm's goal and use that to manipulate it. They must be careful to maintain the upper hand, though, for these creatures are surly allies at the best of times.

Swarm of Fire Dancers

Medium Swarm of Tiny Elementals, Neutral Evil

Armor Class 15

Hit Points 90 (12d8 + 36)

Speed 30 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	20 (+5)	16 (+3)	6 (−2)	10 (+0)	7 (−2)

Damage Resistances bludgeoning, piercing, slashing

Damage Immunities fire, poison

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained, stunned, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages Ignan

Challenge 7 (2,900 XP) **Proficiency Bonus** +3

Elemental Nature. The swarm of fire dancers doesn't require air, food, drink, or sleep.

Fire Form. A creature that touches the swarm or hits it with a melee attack while within 5 feet of it takes 5 (1d10) fire damage. In addition, the first time the swarm enters a creature's space on a turn, that creature takes 5 (1d10) fire damage and catches fire. Until a creature, which can include the target, uses an action to douse the fire, the creature takes 5 (1d10) fire damage at the start of each of its turns.

Illumination. The swarm sheds bright light in a 30-foot radius and dim light to an additional 30 feet.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny Elemental. The swarm can't regain hp or gain temporary hp.

Water Susceptibility. For every 5 feet the swarm moves in water, or for every gallon of water splashed on it, it takes 1 cold damage.

Actions

Multiattack. The swarm of fire dancers can use its Frightening Visage, if available. It then makes two Singe attacks.

Singe. *Melee Weapon Attack:* +8 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 22 (4d10) fire damage, or 11 (2d10) fire damage if the swarm has half its hp or fewer.

Frightening Visage (Recharge 5–6). The swarm rearranges itself into the shape of a giant, blue, flaming Humanoid skull. Each Humanoid within 30 feet of the swarm that can see it must succeed on a DC 16 Wisdom saving throw or be frightened for 1 minute. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Swarm of Manabane Scarabs

These clicking, turquoise-colored beetles have faintly luminescent golden glyphs on their backs, which grow brighter as they slowly draw near.

Manabane scarabs are vermin infused with the ancient magic of fallen desert empires.

Devour Magic. Whether from gnawing on the flesh of the undead or nesting in areas rife with lingering enchantment, these beetles have developed a taste for the power of magic even as its power has marked them. The graven glyphs on their carapaces resemble the priestly cuneiform of long-dead kingdoms, and the more magical energy they consume, the brighter they glow. Manabane scarabs pursue magic without hesitation or fear, tirelessly seeking to drain it for sustenance.

Swarm of Manabane Scarabs

Medium Swarm of Tiny Beasts, Unaligned

Armor Class 15 (natural armor)

Hit Points 82 (11d8 + 33)

Speed 20 ft., burrow 10 ft., climb 20 ft., fly 10 ft.

STR	DEX	CON	INT	WIS	CHA
3 (−4)	16 (+3)	16 (+3)	1 (−5)	13 (+1)	2 (−4)

Skills Perception +3, Stealth +5

Damage Resistances bludgeoning, piercing, slashing

Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

Senses blindsight 10 ft., darkvision 30 ft., tremorsense 30 ft., passive Perception 13

Languages —

Challenge 4 (1,100 XP)

Proficiency Bonus +2

Limited Magic Immunity. The swarm of manabane scarabs can't be affected or detected by spells of 2nd level or lower unless it wishes to be. It has advantage on saving throws against all other spells and magical effects.

Sense Magic. The swarm of manabane scarabs senses magic within 120 feet of it at will. This trait otherwise works like the *detect magic* spell but isn't itself magical.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny insect. The swarm can't regain hp or gain temporary hp.

Actions

Bites. *Melee Weapon Attack:* +5 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 28 (8d6) piercing damage, or 14 (4d6) piercing damage if the swarm has half of its hit points or fewer, and the swarm can attempt to end one random magical effect of 2nd level or lower on the target. This effect works like the *dispel magic* spell, except the swarm must always make an ability check. Its ability check for this is +5.

Bonus Actions

Drain Magic Item. The swarm drains the magic from one magic item in its space that isn't being worn or carried. A magic item with charges loses 1d4 charges, an item with limited uses per day loses one daily use, and a single-use item, such as a potion or *spell scroll* is destroyed. All other magic items have their effects suppressed for 1 minute. A drained item regains its magic after 1 hour.

Swarm of Prismatic Beetles

A dazzling explosion of multicolored lights erupts from this cloud of flying beetles, flashing every color of the rainbow.

Flesh-Eating Beauties. The depths of the jungle are filled with beautiful-but-lethal wildlife, and prismatic beetles are superlative examples of this. These flesh-eating, venomous insects distract and subdue their prey with sparkling beauty even as they devour it alive. Individual prismatic beetles sparkle like precious gems in the light. Tosculi (see page 365) traders, gnolls, and humans often incorporate their carapaces into decorative jewelry or use them as special components in enchantment and illusion spells and items.

Hypno-Paralytic. When swarming in the thousands, these beautiful bugs create a hypnotic cascade of glimmering hues capable of enthralling creatures. As they descend on their dazed prey, the beetles' bites slowly paralyze their victims while their toxins distract the mind with feelings of euphoria and delight.

Predator Partners. Although carnivorous, prismatic beetles are not overly aggressive; they attack other creatures only when hungry or threatened. Even when they're not attacking, however, they can be a threat. More than one unwary traveler has stopped to admire what they thought was a docile swarm of prismatic beetles and became captivated. The unfortunates are often killed and eaten by a lurking jungle predator, as such animals know the beetles can attract prey.

Swarm of Prismatic Beetles

Medium Swarm of Tiny Beasts, Unaligned

Armor Class 13

Hit Points 60 (11d8 + 11)

Speed 20 ft., burrow 5 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
3 (−4)	16 (+3)	12 (+1)	1 (−5)	13 (+1)	2 (−4)

Skills Perception +3, Stealth +5

Damage Resistances bludgeoning, piercing, slashing

Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

Senses blindsight 10 ft., darkvision 30 ft., passive Perception 13

Languages —

Challenge 3 (700 XP) **Proficiency Bonus** +2

Glittering Carapace. When a creature that can see the swarm starts its turn within 30 feet of the swarm and the swarm is in bright or dim light, the swarm can force the creature to make a DC 13 Wisdom saving throw if the swarm isn't incapacitated and can see the creature. If the saving throw fails by 5 or more, the creature falls unconscious. Otherwise, a creature that fails the save is incapacitated and its speed is reduced to 0 until the start of its next turn, as it remains transfixed in place by the glitter of the swarm. A creature has advantage on the saving throw if the swarm is in dim light.

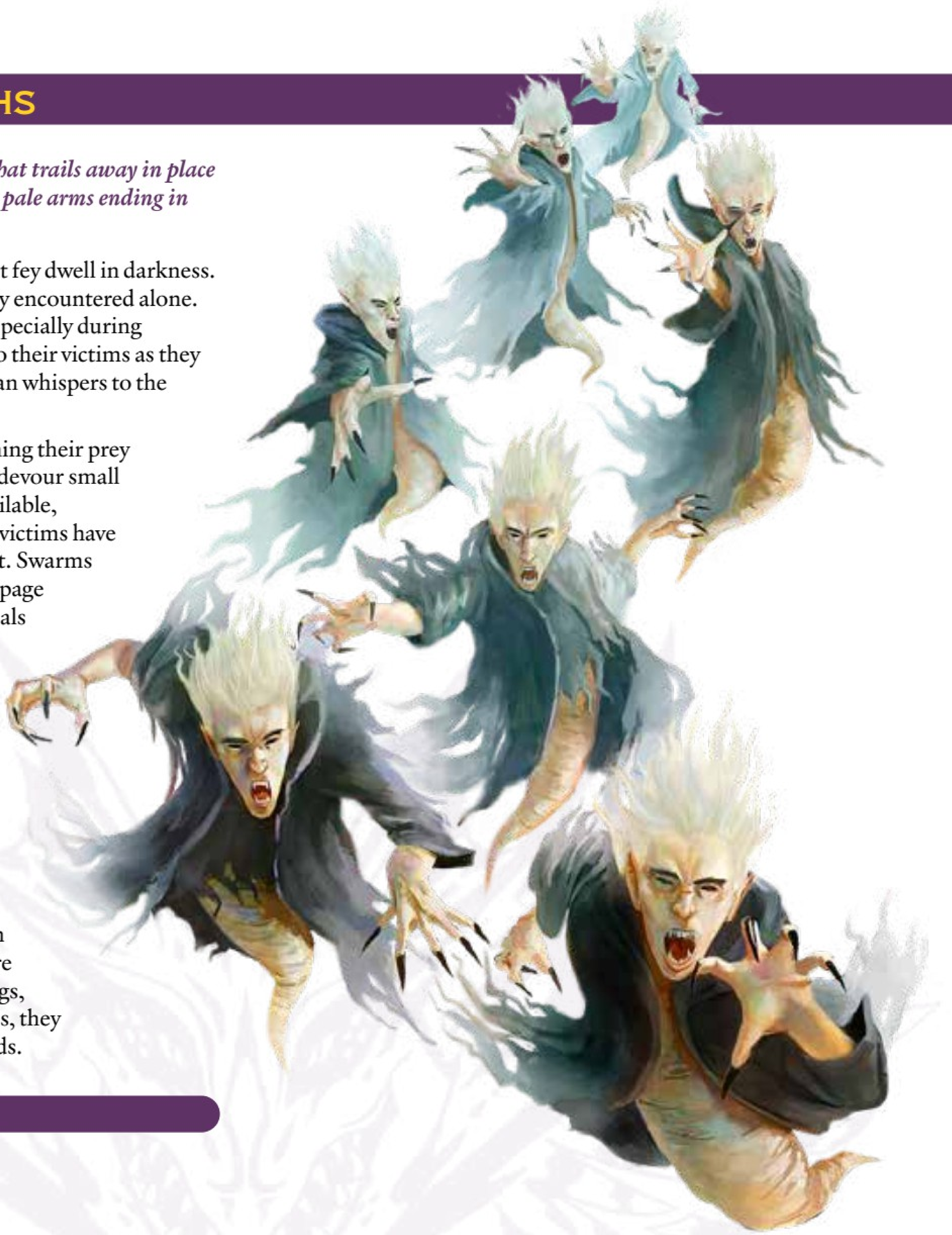
Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it can't see the swarm until the start of its next turn, when it can avert its eyes again. If the creature looks at the swarm in the meantime, it must immediately make the save.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny insect. The swarm can't regain hp or gain temporary hp.

Actions

Bites. *Melee Weapon Attack:* +5 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 14 (4d6) piercing damage, or 7 (2d6) piercing damage if the swarm has half of its hp or fewer. The target must make a DC 13 Constitution saving throw. On a failure, a creature takes 10 (4d4) poison damage and is euphoric for 1 minute. On a success, a creature takes half the damage and isn't euphoric. A euphoric creature has disadvantage on saving throws. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Swarm of Sluaghs



This tiny humanlike creature has a torso that trails away in place of legs, eyes that are black voids, and long, pale arms ending in sharp claws.

Cowards Alone. These tiny, malevolent fey dwell in darkness. Alone they are cowards, but they are rarely encountered alone. They are most active during the winter, especially during winter's long nights. They usually speak to their victims as they attack, but those shouts are little more than whispers to the ears of their prey.

Chilling Touch. Sluaghs feed by draining their prey of warmth with their chilling claws. They devour small animals if nothing more appetizing is available, though they prefer humanoid prey. Their victims have unnaturally cold skin with a pale, blue tint. Swarms of sluaghs serve hags, devils, trollkin (see page 371), and evil fey who know the blood rituals to summon and direct them. Shadow fey (see page 158) and drow send them against other elves, often targeting the defenders of elven settlements.

Legless Flocks. Sluaghs are tiny, gaunt humanoid creatures the size of a weasel. They have no legs; instead their torso tapers off in a disquieting way. Though they can fly, they can also pull themselves quickly across the ground with their arms. They are always draped in black, though their actual skin and hair are pale white. They have sharp claws and fangs, and their eyes are entirely black. In masses, they somewhat resemble a flock of strange birds.

Swarm of Sluaghs

Medium Swarm of Tiny Fey, Chaotic Evil

Armor Class 13

Hit Points 54 (12d8)

Speed 30 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
6 (−2)	16 (+3)	11 (+0)	6 (−2)	13 (+1)	10 (+0)

Skills Stealth +5

Damage Vulnerabilities fire

Damage Resistances bludgeoning, piercing, and slashing

Damage Immunities cold

Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

Senses darkvision 60 ft., passive Perception 11

Languages Common, Sylvan

Challenge 3 (700 XP) **Proficiency Bonus** +2

Sunlight Weakness. While in sunlight, the swarm of sluaghs has disadvantage on attack rolls, ability checks, and saving throws.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny fey. The swarm can't regain hp or gain temporary hp.

Actions

Chilling Touch. *Melee Weapon Attack:* +5 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 28 (8d6) cold damage, or 14 (4d6) cold damage if the swarm has half of its hp or fewer. The target must succeed on a DC 13 Constitution saving throw or be unable to regain hp for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Bonus Actions

Shadow Stealth. While in dim light or darkness, the swarm of sluaghs takes the Hide action.

Swarm of Wolf Spirits

A pack of ghostly wolves appears in a swirl of greenish fog, coalescing from the fog itself.

When a pack of wolves dies of hunger or chill in the deep winter, sometimes the pack leader's rage at a cruel death—or the summoning call of a necromancer—brings the entire pack back to the mortal world as a slavering pack of greenish, translucent apparitions that glides swiftly over snow and ice, or even rivers and lakes.

Dozen-Eyed Hunters. At night such a swarm can appear as little more than a mass of swirling mist, but when it prepares to attack, the mist condenses into a dozen or more snarling wolf heads with glowing red eyes that trail off into tendrils of fog. A wolf spirit swarm does not eat, but the urge to hunt and kill is as strong as ever.

Absorb Their Kill. Most such swarms serve powerful undead, warlocks, noctiny (see page 287), or orcish shamans as guardians and enforcers, terrifying horses and henchmen alike. The souls of those slain by the pack are said to join it.

Howl Before Combat. Hirelings, mounts, and familiars often panic at the sound of a spirit pack's chilling howl. Packs of wolf spirits are canny enough to always howl for a time before rushing a herd or encampment.

Swarm of Wolf Spirits

Large Swarm of Medium Undead, Neutral Evil

Armor Class 16 (natural armor)

Hit Points 104 (16d10 + 16)

Speed 50 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	12 (+1)	4 (−3)	10 (+0)	12 (+1)

Saving Throws Dex +7, Wis +3

Skills Perception +3, Stealth +7

Damage Resistances acid, fire, lightning, thunder; bludgeoning, necrotic, piercing, slashing

Damage Immunities cold, poison

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained, stunned

Senses darkvision 120 ft., passive Perception 13

Languages understands Common but can't speak

Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Incorporeal Movement. The swarm of wolf spirits can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Swarm. The swarm can occupy another creature's space and vice versa. The swarm can't regain hp or gain temporary hp.

Undead Nature. The swarm of wolf spirits doesn't require air, food, drink, or sleep.

Actions

Multiattack. The swarm of wolf spirits makes two Spectral Bites attacks.

Spectral Bites. *Melee Weapon Attack:* +7 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 14 (4d6) cold damage plus 9 (2d8) necrotic damage, or 7 (2d6) cold damage plus 4 (1d8) necrotic damage if the swarm has half of its hp or fewer.

Chilling Howl (Recharge 5–6). The swarm of wolf spirits howls, causing cold fear to course through those that hear it. Each creature within 15 feet that can hear the howl must make a DC 15 Constitution saving throw. On a failure, a creature takes 35 (10d6) cold damage and is frightened for 1 minute. On a success, a creature takes half the damage and isn't frightened. A creature that fails the saving throw by 5 or more also suffers one level of exhaustion. A frightened creature can make a DC 15 Wisdom saving throw at the end of each of its turns, ending the effect on itself on a success.

Temple Dog

Looking like a mix between a large dog and a lion, the creature glares at everyone who passes the threshold of the temple it guards.

A temple dog is an imposing guardian used by various deities to protect their temples. They are fiercely loyal and territorial. Often depicted in temple statuary, the creature has a largely canine body, soft but short hair, a thick hairy tail, and a mane like a lion's around a dog's face with a short snout.

Divine Colors. Coloration and other features of the temple dog vary to match the deity who created it, and sometimes a temple dog's coloration is quite fanciful. Greenish-bronze temple dogs are known, as are those the color of cinnabar or lapis. Even coats resembling fired ceramic of an orange hue have been seen guarding some temples. These unusual casts make it easy for a temple dog to be mistaken for statuary.

Travel with Priests. As a temple protector, it rarely leaves the grounds of the temple to which it has been attached, but temple dogs do accompany priests or allies of the temple during travel. The temple dog cannot speak, but it understands the words and needs of those it accompanies. Temple dogs are notorious for biting their prey, then shaking the victim senseless in their massive jaws.

Temple Dog

Medium Celestial, Any Good

Armor Class 15 (natural armor)

Hit Points 97 (15d8 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	15 (+2)	8 (−1)	14 (+2)	10 (+0)

Saving Throws Con +5, Wis +5, Cha +3

Skills Perception +5

Damage Resistances radiant; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 15

Languages understands Celestial and Common but can't speak

Challenge 5 (1,800 XP)

Proficiency Bonus +3

Magic Resistance. The temple dog has advantage on saving throws against spells and other magical effects.

Protector's Instincts. The temple dog has advantage on initiative rolls while in its temple or within 30 feet of a priest of its deity.

Radiant Jaws. The temple dog's Bite attacks are magical. When it hits with a Bite attack, the Bite deals an extra 2d6 radiant damage (included in the attack).

Rushing Bite. If the temple dog moves at least 15 feet straight toward a target and then hits it with a Bite attack on the same turn, that target must succeed on a DC 15 Strength saving throw or be pushed up to 10 feet away from the temple dog. If the target is pushed, the temple dog can move up to 10 feet straight toward the target without provoking opportunity attacks.

Actions

Multiattack. The temple dog makes two Bite attacks. If both attacks hit a Medium or smaller target, the temple dog sinks in its teeth, shaking its head violently, and the target must succeed on a DC 15 Strength saving throw or take 9 (2d8) slashing damage and be grappled (escape DC 15). Until this grapple ends, the target is restrained, and temple dog can't Bite another target.

Bite. ***Melee Weapon Attack:*** +7 to hit, reach 5 ft., one target. ***Hit:*** 8 (1d8 + 4) piercing damage plus 7 (2d6) radiant damage.

Theullai

This raging cloud of animate mist and ice has icicle shards for eyes and claws.

Servants of the North Wind. These fast-flying creatures of air and ice were created by the lord of the north wind, Boreas, to be his heralds, assassins, and hunting hounds. They appear as a swirling blizzard, often blending in with snowstorms to surprise their victims.

Terrifying Blizzards. Thuellai love to engulf creatures in their blizzards, to lash buildings with ice and cold, and to trigger avalanches with their whirlwinds. They thrive on destruction and fear, and they share their master's unpredictable nature.

Immune to Steel. Northerners especially fear the thuellai because of their resistance to mundane steel, their terrifying howls, and their ability to cause madness.

Thuellai

Huge Elemental, Chaotic Neutral

Armor Class 17

Hit Points 161 (14d12 + 70)

Speed 0 ft., fly 100 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
22 (+6)	24 (+7)	20 (+5)	10 (+0)	11 (+0)	14 (+2)

Saving Throws Int +4, Wis +4, Cha +6

Skills Perception +4

Damage Vulnerabilities fire

Damage Resistances lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 14

Languages Common, Dwarvish, Primordial

Challenge 12 (8,400 XP) **Proficiency Bonus** +4

Chilling Presence. At the start of each of the thuellai's turns, each creature within 15 feet of it must succeed on a DC 17 Constitution saving throw or take 7 (2d6) cold damage. For each minute a creature spends within 15 feet of the thuellai, it must succeed on a DC 17 Constitution saving throw or suffer one level of exhaustion from cold exposure. Unprotected, nonmagical flames within 15 feet of the thuellai are extinguished. Any spells of 3rd level or lower that provide resistance to cold damage and that are within 15 feet of the thuellai immediately end. Water freezes if it remains within 15 feet of the thuellai for at least 1 minute.

Elemental Nature. The thuellai doesn't require air, food, drink, or sleep.

Snowsight. The thuellai can see through areas obscured by snowfall, sleet, rain, and other wintry precipitation without penalty.

Actions

Multiattack. The thuellai makes three Icy Claw attacks.

Icy Claw. ***Melee Weapon Attack:*** +10 to hit, reach 10 ft., one target. ***Hit:*** 15 (2d8 + 6) slashing damage plus 10 (3d6) cold damage.

Freezing Breath (Recharge 5–6). The thuellai exhales an icy blast in a 60-foot cone. Each creature in the area must make a DC 17 Dexterity saving throw, taking 49 (14d6) cold damage on a failed save, or half as much damage on a successful one.

Titan, Ancient

Radiating a powerful presence, this towering humanoid has sharp-edged features that seem hewn from ancient stone.

Children of the Gods. Ancient titans are the surviving immortal children of an early primordial god. They fled to the wilds after a divine war, where they founded an empire that lasted thousands of years before plague brought about its collapse.

Sea God's Servants. A few ancient titans still dwell in the ocean realm, spared by the sea god in exchange for eternal servitude. Ancient titans have long, glossy hair, usually black, red, or silver, and they stand sixty feet tall and weigh over twenty tons.

Friends to Dragons. Ancient titans have a strong rapport with wind dragons (see page 132) and sea dragons (see page 124), as well as gold, silver, and mithral dragons (see page 120).

Primordial Power. The children of an ancient god, titans have a measure of the god's power. They know and command primordial words that can influence the world and creatures around them by tapping into the energy that created the world.

Ancient Titan

Gargantuan Celestial (Titan), Neutral Good

Armor Class 15 (breastplate)

Hit Points 198 (12d20 + 72)

Speed 50 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	13 (+1)	22 (+6)	16 (+3)	16 (+3)	20 (+5)

Saving Throws Con +10, Wis +7, Cha +9

Skills Athletics +12, Intimidation +9, Perception +7

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Senses darkvision 120 ft., passive Perception 17

Languages Common, Giant, Primordial, telepathy 120 ft.

Challenge 12 (8,400 XP) **Proficiency Bonus** +4

Amphibious. The ancient titan can breathe air and water.

Magic Resistance. The ancient titan has advantage on saving throws against spells and other magical effects.

Actions

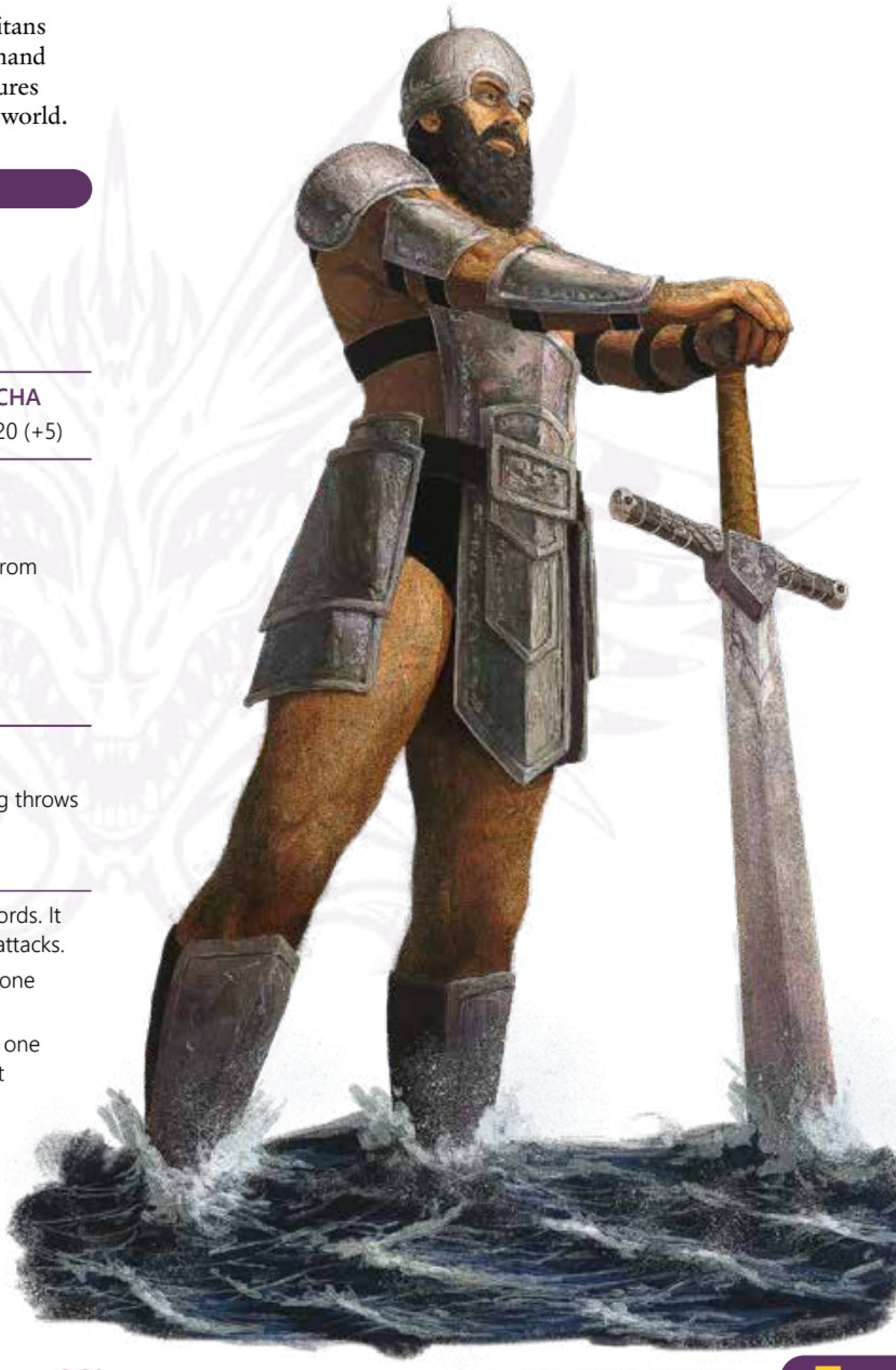
Multiattack. The ancient titan can use its Reality-Altering Words. It then makes two Greatsword attacks or three Word of Pain attacks.

Greatsword. Melee Weapon Attack: +12 to hit, reach 10 ft., one target. ***Hit:*** 36 (8d6 + 8) slashing damage.

Word of Pain. Ranged Spell Attack: +9 to hit, range 120 ft., one target. ***Hit:*** 23 (4d8 + 5) force damage, and the target must succeed on a DC 17 Constitution saving throw or have disadvantage on attack rolls, ability checks, and saving throws until the end of its next turn as pain courses through its body.

Reality-Altering Words. The titan speaks a phrase that temporarily reshapes reality around it, warping the terrain, displacing creatures, and disrupting magic. Each creature within 30 feet of the titan must succeed on a DC 17 Dexterity saving throw or be pulled or pushed up to 25 feet toward or away from the titan (the titan's choice) and knocked prone. Instead of pushing or pulling a creature that failed the saving throw, the titan can end one magical effect of its choice of 4th level or lower on that creature. The area then becomes difficult terrain until the start of the titan's next turn. Moving through this difficult terrain doesn't cost the titan extra movement.

Stunning Word (Recharge 5–6). The titan speaks a brief, echoing word of power at up to three creatures it can see within 60 feet of it. Each target must make a DC 17 Constitution saving throw. On a failure, a creature takes 45 (10d8) force damage and is stunned for 1 minute. On a success, a creature takes half the damage and isn't stunned. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.



Titan, Degenerate

This giant retains a look of daunting power despite its stooped bearing, tattered clothing, and pieces of slapdash armor strapped on wherever it fits.

Haunt Ruins. The degenerate descendants of ancient titans (see page 361) haunt the ruins where their cities once flourished. These descendants hunt for any living thing to eat, including each other, and sometimes chase after herds of goats or other animals for miles. While they are easily distracted, they always find their way home unerringly.

Insane and Moody. Degenerate titans are prone to erratic actions and unexpected mood shifts. They are fiercely territorial creatures who worship the still-active magical devices of their cities and any surviving statuary as if the statues were gods. Their lairs are filled with items scavenged from the city. These collections are a hodge-podge of dross and delight, as the degenerate titans are not intelligent enough to discern treasure from trash.

Primal Power. Degenerate titans cannot command magical words of power like their ancestors, but they retain a connection to the natural world, allowing them to tap into the earth's latent mystic power to generate strange geomancy. These devolved misfits may have lost most of their former gifts, but what remains are primal powers that tap, without subtlety or skill, into the fundamental building blocks of the world.

Degenerate Titan

Huge Giant, Chaotic Evil

Armor Class 12 (armor scraps)

Hit Points 161 (14d12 + 70)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	6 (–2)	20 (+5)	6 (–2)	12 (+1)	7 (–2)

Skills Intimidation +4, Perception +4

Senses darkvision 60 ft., passive Perception 14

Languages Giant

Challenge 8 (3,900 XP) **Proficiency Bonus** +3

Magic Resistance. The degenerate titan has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The degenerate titan can use its Reality-Bending Shout. It then makes three Greatclub attacks or two Rock attacks.

Greatclub. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. ***Hit:*** 18 (3d8 + 5) bludgeoning damage.

Rock. Ranged Weapon Attack: +8 to hit, range 60/240 ft., one target. ***Hit:*** 27 (4d10 + 5) bludgeoning damage.

Reality-Bending Shout. The degenerate titan utters a scream that vibrates the fabric of reality around one creature it can see within 30 feet of it. The titan can attempt to end one magical effect of its choice of 3rd level or lower on the target. This effect works like the ***dispel magic*** spell, except the titan must always make an ability check. The titan's ability check for this is +4.

Earthstrike (Recharge 5–6). The degenerate titan slams its fists onto the ground, creating a shockwave in a 60-foot line that is 10 feet wide. Each creature in the line must make a 16 Dexterity saving throw. On a failure, a creature takes 35 (10d6) force damage and is flung 20 feet away from the titan and knocked prone, as the earth buckles and tosses the creature. On a success, a creature takes half the damage and isn't flung or knocked prone. If a flung creature strikes a solid surface, the creature takes 3 (1d6) bludgeoning damage for every 10 feet it was flung. If the creature is flung at another creature, that creature must succeed on a DC 16 Dexterity saving throw or take the same damage and be knocked prone.

Titanoboa

This titanic green serpent raises its enormous head high, its body extending in seemingly endless coils.

Territorial and Aggressive. Territorial and voracious, the rare titanoboa devours all trespassers in its domain. Stronger and faster than the giant anaconda, the true king of the rainforest is also more stubborn, fighting off entire groups of hunters and poachers. When stalking prey, these great serpents strike from ambush, swallowing even some dinosaurs in one bite.

Blinding Scales. Against groups of foes, titanoboas trust in their ability to dazzle their enemies with the light reflected from their scales, using this distraction to entwine the stunned foes in crushing coils.

Slow to Mate. Titanoboas mate rarely. They live for hundreds of years and never stop growing, which makes the need for propagation less urgent. When two titanoboas nest, the result is a brood of a half-dozen smaller snakes. An adult titanoboa is at least 80 feet long and weighs 6,000 pounds or more.

Titanoboa

Gargantuan Beast, Unaligned

Armor Class 14 (natural armor)

Hit Points 232 (15d20 + 75)

Speed 40 ft., climb 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	10 (+0)	20 (+5)	3 (–4)	10 (+0)	3 (–4)

Saving Throws Dex +4, Wis +4

Skills Perception +4

Senses blindsight 10 ft., passive Perception 14

Languages —

Challenge 12 (8,400 XP) **Proficiency Bonus** +4

Slither. If the titanoboa hasn't eaten a Huge creature in the last 24 hours, it can easily move through any open large enough for a Large creature, and it can squeeze through any opening large enough for a Medium creature. The titanoboa's destination must still have suitable room to accommodate its volume.

Sparkling Scales. When a creature that can see the titanoboa starts its turn within 30 feet of the titanoboa and the titanoboa is in bright light, isn't incapacitated, and can see the creature, the titanoboa can force the creature to make a DC 17 Wisdom saving throw. On a failed save, the creature is stunned until the start of its next turn.

Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it can't see the titanoboa until the start of its next turn, when it can avert its eyes again. If the creature looks at the titanoboa in the meantime, it must immediately make the save.

Actions

Multiattack. The titanoboa makes two Bite attacks or one Bite attack and one Constrict attack. It can replace one Bite attack with a use of Swallow.

Bite. Melee Weapon Attack: +12 to hit, reach 10 ft., one target. ***Hit:*** 30 (5d8 + 8) piercing damage.

Constrict. Melee Weapon Attack: +12 to hit, reach 15 ft., one target. ***Hit:*** 30 (4d10 + 8) bludgeoning damage, and the target is grappled (escape DC 18) if it is a Huge or smaller creature. Until this grapple ends, the target is restrained, and the titanoboa can't Constrict another target.

Swallow. The titanoboa makes one Bite attack against a Huge or smaller target it is grappling. If the attack hits, the target is also swallowed, and the grapple ends. While swallowed, the target is blinded and restrained, it has total cover against attacks and other effects outside the titanoboa, and it takes 21 (6d6) acid damage at the start of each of the titanoboa's turns. If the titanoboa takes 30 damage or more on a single turn from a swallowed creature, the titanoboa must succeed on a DC 15 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the titanoboa. If the titanoboa dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 20 feet of movement, exiting prone.

Tophet

An enormous bronze and iron statue filled with fire towers above the ring of chanting, frenzied worshipers.

Worshipers of fire gods use tophets to incinerate sacrifices in their flaming maws. A tophet has a large opening in the front where the flames can be seen; sometimes this is an enormous mouth, and at other times it is a large hole in the tophet's belly. Horns and expressions of anger or wide-mouthed laughter are common.

Eager for Sacrifices. Among fire cultists, it's widely known that when a tophet's hands are raised above its mouth, it is demanding a sacrifice to roll down its palms and into its fiery maw.

Heed Musical Commands. Flutes and drums can be used to control the actions of a tophet during sacrifices. They have the fortunate side effect of drowning out the cries and screams of living sacrifices.

Magical Fires. The fires within a tophet's bronze body are largely magical and fueled by sacrifices. They don't require more than a symbolic amount of wood or coal to keep burning, but they do require sacrifices of food, cloth, and living creatures to keep them under control. A tophet that is not granted a sacrifice when it demands one might go on a fiery rampage, burning down buildings, granaries, or barns until its hunger is satisfied.

Tophet

Huge Construct, Neutral Evil

Armor Class 16 (natural armor)

Hit Points 161 (14d12 + 70)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	20 (+5)	6 (−2)	10 (+0)	10 (+0)

Saving Throws Str +8, Con +8, Dex +3

Skills Perception +3

Damage Resistances cold

Damage Immunities fire, poison, psychic

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 13

Languages understands the languages of its creator but can't speak

Challenge 8 (3,900 XP) **Proficiency Bonus** +3

Burning Heart. The tophet sheds bright light in a 30-foot radius and dim light for an additional 30 feet. Each creature in the bright light has resistance to cold damage. At the start of each of its turns, the tophet chooses whether this light is active.

Construct Nature. The tophet doesn't require air, food, drink, or sleep.

Heated Body. A creature that touches the tophet or hits it with a melee attack while within 5 feet of it takes 3 (1d6) fire damage.

Actions

Multiattack. The tophet makes two Slam attacks. It can replace one Slam attack with a use of Burning Belly.

Slam. ***Melee Weapon Attack:*** +8 to hit, reach 5 ft., one target. ***Hit:*** 16 (2d10 + 5) bludgeoning damage plus 7 (2d6) fire damage, and the target is grappled (escape DC 16) if it is a Large or smaller creature.

Burning Belly. The tophet makes one Slam attack against a target it is grappling as it shoves the creature into its open, flame-filled belly. If the attack hits, the target is forced into the tophet's burning belly, and the grapple ends. While inside the belly, the target is restrained, has three-quarters cover against attacks and other effects outside the belly, and it takes 14 (4d6) fire damage at the start of each of its turns. A creature, including the target, can take its action to pull the target free from the belly by succeeding on a DC 16 Strength check. The creature making the attempt takes 7 (2d6) fire damage.

Gout of Flame (Recharge 5–6). Flames erupt on a point the tophet can see within 100 feet of it. Each creature within 10 feet of that point must make a DC 16 Dexterity saving throw, taking 35 (10d6) fire damage on a failed save, or half as much damage on a successful one.

Tosculi

This humanoid wasp's gossamer wings beat out a soft, droning buzz. Flashing blades sing in each of her four clawed hands, and the air around her shimmers with magical dust. Dozens more humanoid wasps in a variety of iridescent colors surround her, weapons raised protectively.

The tosculi are waspfolk that share the Golden Song of the hive, which unites them under the command of their queen. Each hive has its own song, and most tosculi hives are predatory, dangerous places.

Bow Raiders. Tosculi elite bow raiders are smarter and more capable than drones and common warriors, with midnight black or deep green carapaces that shine with colorful iridescence. Their wings are blood red streaked with dark crimson veins. As rare and prized members of the hive, a bow raider's life is never thrown away or risked unnecessarily. Seldom does a tosculi warband contain more than a handful of these elite soldiers, and they frequently hold positions of command. Elite bow raiders always lead the honor guard for their queen, both within the hive and on those rare occasions when the queen ventures outside.

Drones. Tosculi drones are the workers of the tosculi hive: the smallest, weakest, least intelligent, and most abundant of the waspfolk. Their carapaces are mostly iridescent blue with gold abdomens and lower legs, and they have vestigial wings, allowing them to glide but not truly fly. Drones function primarily as menial workers but, during times of war, they also act as highly expendable scouts and soldiers. Because the warriors know whatever a drone knows—thanks to the queen—a drone doesn't need to survive its scouting mission to deliver useful information.

Warriors. Tosculi warriors are overseers of work crews and battle groups of drones, directing activities and relaying commands. Though subservient to the queen's orders, they are capable of acting independently or following their own best judgment, if necessary. The warriors' most important role in the hive is procuring live hosts for incubating tosculi eggs. Creatures paralyzed by warriors are brought to the queen's chamber to have eggs implanted in them, and after a few weeks, the larva hatches, devouring its still-living host.

Hive Queen. The hive queen is the nerve center of a tosculi hive-city, simultaneously one of a hive's greatest strengths and weaknesses. The queen serves as a unifying force. She binds her swarm with an ironclad sense of purpose through a psychic web, known as the Golden Song, that links all tosculi within a hive. When the hive queen nears the end of her life, she selects the most promising of her immature heirs and feeds the heir a special concoction. This speeds the heir's maturation and makes her ready to become a full-fledged hive queen. The daughter's first action upon her metamorphosis is to devour her mother and all her sisters, absorbing and becoming the emitter of that hive's song. If a hive queen dies with no heir to anchor the hive mind or if the daughter's accession is disrupted, the hive-city plunges into chaos. Tosculi bereft of the hive-mind go berserk. A few fortunate ones might escape and become lone renegades, but their existence without the comforting presence of the hive is miserable and short. Unless one of the hive-queen's surviving daughters is mature enough and ruthless enough to step in and assert control, the hive is doomed.

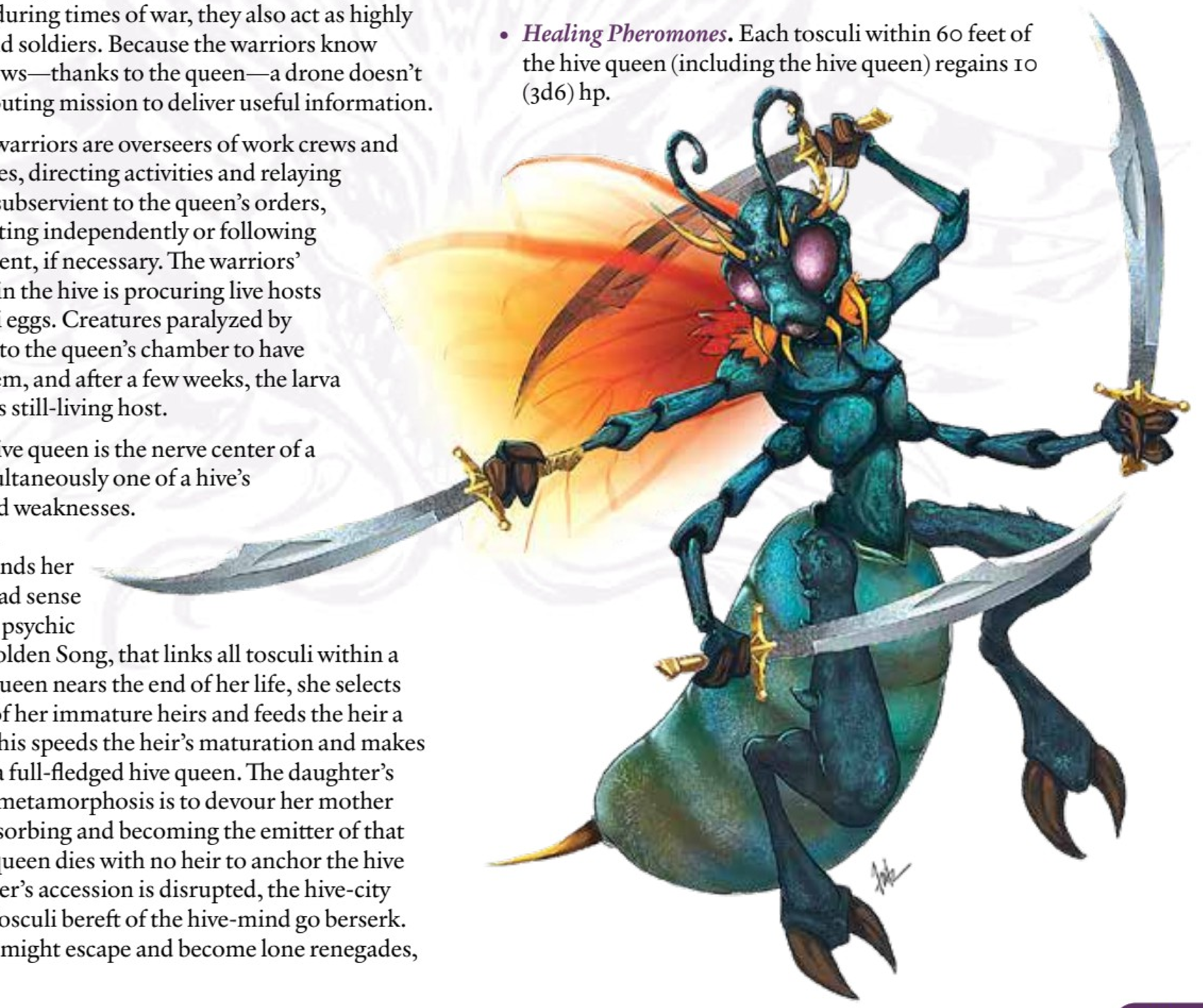
A Tosculi Hive Queen's Lair

Hive queens make their lairs deep within the most protected part of the hive. Dozens of corridors lead to her lair, allowing the hive's tosculi to reach their queen at a moment's notice should she need it. This is also the place where tosculi eggs hatch, making it a critical location for the survival of the hive. When encountered in her lair, the tosculi hive queen has a challenge rating of 13 (10,000 XP).

Lair Actions

On initiative count 20 (losing initiative ties), the hive queen takes a lair action to cause one of the following effects; the hive queen can't use the same effect two rounds in a row:

- ***Biting Brood.*** Hundreds of biting and stinging insects erupt from a point on the ground the hive queen can see within 120 feet of her. Each creature within 10 feet of that point must make a DC 17 Dexterity saving throw, taking 10 (4d4) piercing damage on a failed save, or half as much damage on a successful one.
- ***Healing Pheromones.*** Each tosculi within 60 feet of the hive queen (including the hive queen) regains 10 (3d6) hp.



- ***Restraining Resin.*** The ceiling above one creature that the hive-queen can see within 120 feet of her drips sticky resin. The creature must succeed on a DC 17 Dexterity saving throw or be restrained by rapidly-hardening resin. A creature, including the target, can take its action to free the restrained target by succeeding on a DC 17 Strength check. If the creature is still restrained by the resin on initiative count 20 of the next round, the resin fully hardens, and the target is petrified in amber until freed or until the hive queen uses this lair action again. The resin can be attacked and destroyed (AC 15; 20 hp; vulnerability to bludgeoning damage; immunity to piercing, poison, and psychic damage), freeing the target.

REGIONAL EFFECTS

The region containing a tosculi hive queen's lair is warped by her presence, which creates one or more of the following effects:

- ***Aggressive Wildlife.*** Beasts within 6 miles of the lair are more violent than usual and prone to acts of aggression.
- ***Buzzing Migraine.*** Creatures with an Intelligence of 5 or higher within 3 miles of the lair frequently suffer headaches brought on by an insectile buzzing in their minds.
- ***Eyes and Ears Everywhere.*** The hive queen can choose to see or hear through the senses of any tosculi within 10 miles of her lair, provided the tosculi is a member of her hive.

If the tosculi hive-queen dies, the buzzing disappears immediately, but other effects fade over the course of 1d10 days.

TOSCULI HIVE QUEEN

Large Monstrosity, Lawful Evil

Armor Class 17

Hit Points 189 (18d10 + 90)

Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	24 (+7)	20 (+5)	16 (+3)	16 (+3)	18 (+4)

Saving Throws Dex +11, Con +9, Wis +7, Cha +8

Skills Perception +7

Damage Immunities poison

Condition Immunities charmed, poisoned

Senses darkvision 60 ft., passive Perception 17

Languages Common, Deep Speech, Gnoll, Infernal, Tosculi, telepathy 120 ft.

Challenge 12 (8,400 XP) **Proficiency Bonus** +4

Legendary Resistance (3/Day). If the hive queen fails a saving throw, she can choose to succeed instead.

Hive's Heart. The hive queen knows the direction and distance to all members of her hive and the range of her telepathy extends to 20 miles when communicating with a member of her hive.

ACTIONS

Multiattack. The tosculi hive queen makes four Scimitar attacks.

Scimitar. ***Melee Weapon Attack:*** +11 to hit, reach 5 ft., one target. ***Hit:*** 14 (2d6 + 7) slashing damage.

Stinger. ***Melee Weapon Attack:*** +11 to hit, reach 5 ft., one creature. ***Hit:*** 22 (6d4 + 7) piercing damage, and the target must succeed on a DC 17 Constitution saving throw or be poisoned for 1 minute. While poisoned in this way, the target is also paralyzed. A poisoned target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. The hive queen's potent poison can be removed only by the ***greater restoration*** spell or similar magic.

Implant Egg. The hive queen implants an egg into an incapacitated creature within 5 feet of her that isn't a Construct or Undead. Until the egg hatches or is removed, the creature is poisoned, paralyzed, and doesn't need to eat or drink. The egg hatches after 30 days, and the larval tosculi bursts out of the host, killing the host in the process. A creature can take its action to remove the egg by succeeding on a DC 20 Wisdom (Medicine) check. Alternatively, a spell or effect that cures disease disintegrates the unhatched tosculi.

LEGENDARY ACTIONS

The hive queen can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The hive queen regains spent legendary actions at the start of her turn.

Flight. The hive queen flies up to half her flying speed without provoking opportunity attacks.

Stinger (Costs 2 Actions). The hive queen makes one Stinger attack.

Glitter Dust (Costs 2 Actions). The hive queen beats her wings and creates a cloud of glittering, golden particles. Each non-tosculi creature within 20 feet of her must succeed on a DC 17 Dexterity saving throw or be blinded until the end of its next turn.

TOSCULI ELITE BOW RAIDER

Medium Humanoid (Tosculi), Lawful Evil

Armor Class 17

Hit Points 97 (13d8 + 39)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	24 (+7)	17 (+3)	12 (+1)	14 (+3)	12 (+1)

Skills Perception +5, Stealth +7

Senses darkvision 60 ft., passive Perception 15

Languages Common, Infernal, Tosculi

Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Archer. A ranged weapon deals one extra die of its damage when the tosculi hits with it (included in the attack).

Hive Sense. The tosculi can pinpoint the location of its hive queen when she is within 300 feet of it, and it can sense the general direction and distance to the hive where its queen makes her home.

Point Blank Hunter. When the tosculi makes a ranged attack with a bow, it doesn't have disadvantage on the attack roll from being within 5 feet of a hostile creature, though it may still have disadvantage from other sources.

ACTIONS

Multiattack. The tosculi elite bow raider makes two Claw or Longbow attacks.

Claw. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. ***Hit:*** 17 (4d4 + 7) slashing damage.

Longbow. Ranged Weapon Attack: +10 to hit, range 150/600 ft., one target. ***Hit:*** 16 (2d8 + 7) piercing damage.

Bonus Actions

Skirmisher. The tosculi takes the Dash or Disengage action.

Tosculi Warrior

Small Humanoid (Tosculi), Lawful Evil

Armor Class 15

Hit Points 58 (9d6 + 27)

Speed 20 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	20 (+5)	16 (+3)	10 (+0)	12 (+1)	12 (+1)

Senses darkvision 60 ft., passive Perception 11

Languages Tosculi

Challenge 3 (700 XP) **Proficiency Bonus** +2

Crowd Tactics. The tosculi can share its space with up to one other tosculi. While sharing its space with one other tosculi, it has advantage on attack rolls against a creature if the other tosculi in its space isn't incapacitated.

Hive Sense. The tosculi can pinpoint the location of its hive queen when she is within 300 feet of it, and it can sense the general direction and distance to the hive where its queen makes her home.

Actions

Multiattack. The tosculi warrior makes one Claw attack and one Stinger attack.

Claw. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. ***Hit:*** 10 (2d4 + 5) slashing damage.

Stinger. Melee Weapon Attack: +7 to hit, reach 5 ft., one creature. ***Hit:*** 10 (2d4 + 5) piercing damage, and the target must succeed on a DC 13 Constitution saving throw or be poisoned for 1 minute. While poisoned in this way, the target is also paralyzed. A poisoned target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Prepare Host. The tosculi extends the paralysis on a creature within 5 feet of it that was paralyzed by a tosculi's Stinger attack. The paralyzed target must succeed on a DC 13 Constitution saving throw or be paralyzed for 8 hours and no longer makes saving throws to end the paralysis. The paralysis ends if the target takes damage while below half its hp maximum. Otherwise, a spell or effect that cures disease ends this paralysis.

Tosculi Drone

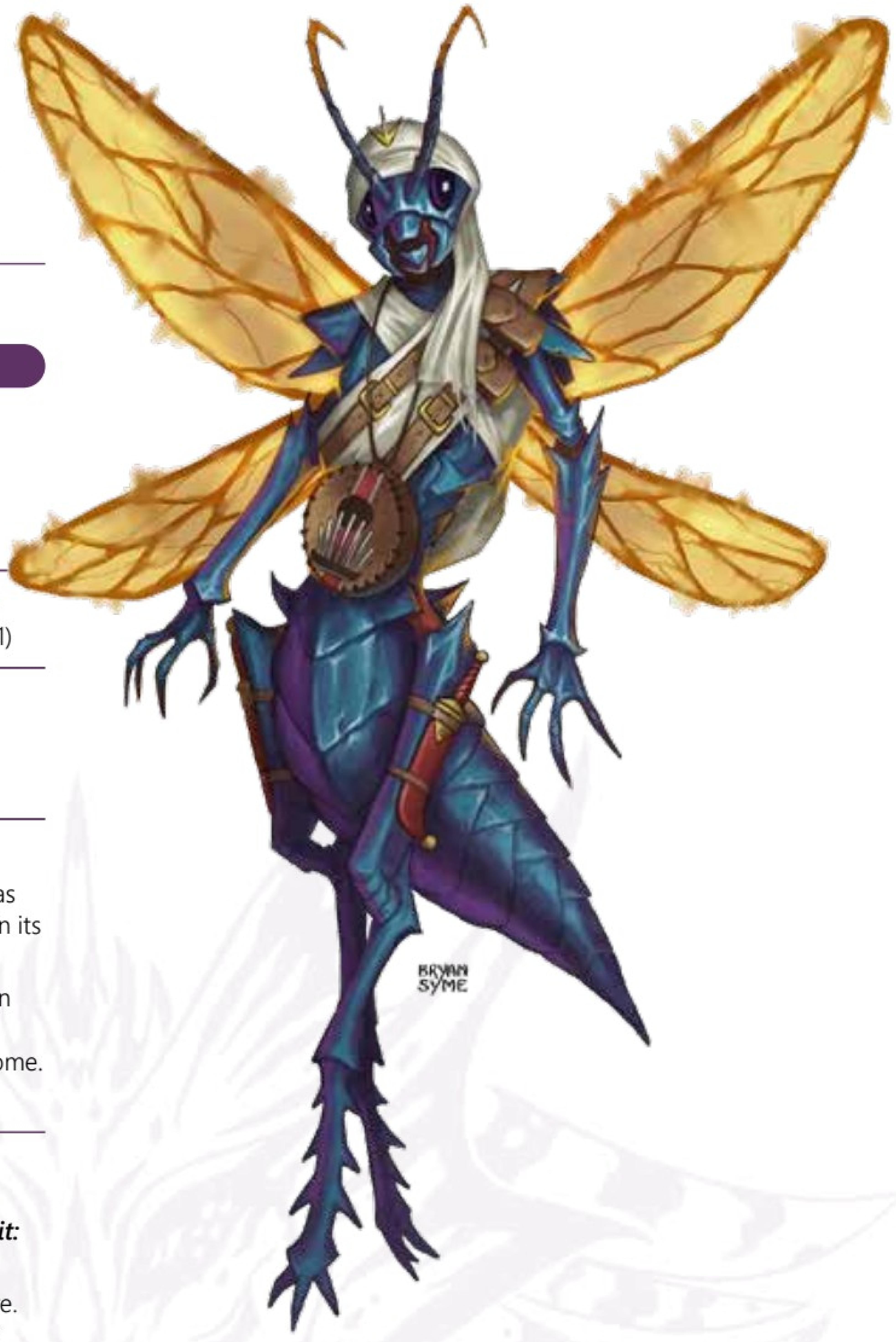
Small Humanoid (Tosculi), Lawful Evil

Armor Class 13

Hit Points 22 (4d6 + 8)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
8 (–1)	16 (+3)	14 (+2)	8 (–1)	12 (+1)	4 (–3)



Senses darkvision 60 ft., passive Perception 11

Languages Tosculi

Challenge 1/2 (100 XP) **Proficiency Bonus** +2

Crowd Tactics. The tosculi can share its space with up to one other tosculi. While sharing its space with one other tosculi, it has advantage on attack rolls against a creature if the other tosculi in its space isn't incapacitated.

Glide. The tosculi can extend its vestigial wings while falling to slow its rate of descent to 60 feet per round, landing on its feet and taking no falling damage. It can move up to 5 feet horizontally for every 1 foot it falls. The tosculi can't gain height with its wings alone. If subjected to a strong wind or lift of any kind, it can use the updraft to glide farther.

Hive Sense. The tosculi can pinpoint the location of its hive queen when she is within 300 feet of it, and it can sense the general direction and distance to the hive where its queen makes her home.

Actions

Claw. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. ***Hit:*** 8 (2d4 + 3) slashing damage.

Treacle

The trapped rabbit squeals as it pulls against the rope binding it. Suddenly, the rabbit's form shifts, revealing it to be a pale, pearlescent ooze ready to pounce on prey.

A curious bunny, an abandoned toy, or a delicate songbird can spell slow death for the unprepared. Beneath any of these facades may lurk a treacle waiting to feed on a gullible victim, mewling and cooing all the while. Whether by natural selection or arcane tampering, these compact oozes prey on kindness.

Diet of Blood. Treacles feed on blood but lack the natural weapons or acid of larger slimes. To survive, prey must welcome and embrace them, unaware of the threat. The treacles' soft bodies absorb psychic impressions and take the shape of unthreatening creatures. In the wild, treacles assume the form of an animal's offspring to lie close and feed.

Pet Polymorph. Among humanoids, treacles transform into pets, toys, or injured animals. Treacles don't choose their forms consciously, instead relying on a primitive form of telepathy to sense which shapes a potential victim finds least threatening or most enticing. They can hold a new shape for several hours, even if the intended victim is no longer present.

Slow Drain. Once they have assumed a nonthreatening form, treacles mewl, sing, or make pitiful noises to attract attention. Once they're in contact with a potential victim, treacles drain blood slowly, ideally while their prey sleeps. If threatened or injured, treacles flee. A sated treacle detaches from its victim and seeks a cool, dark place to rest and digest.

Treacle

Tiny Ooze, Unaligned

Armor Class 12

Hit Points 22 (4d4 + 12)

Speed 15 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
4 (−3)	15 (+2)	17 (+3)	1 (−5)	1 (−5)	10 (+0)

Skills Deception +4

Senses blindsight 120 ft. (blind beyond this radius), passive Perception 5

Languages —

Challenge 1/4 (50 XP) **Proficiency Bonus** +2

Amorphous. The treacle can move through a space as narrow as 1 inch wide without squeezing.

Mimicry. The treacle can mimic animal sounds. A creature that hears the sounds can tell they are imitations with a successful DC 14 Wisdom (Insight) check.

Actions

Blood Drain. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. ***Hit:*** The treacle attaches to the target. While attached, the treacle can't attack, and at the start of each of the treacle's turns, the target loses 5 (2d4) hp due to blood loss. Each time the target loses hp in this way, it must succeed on a DC 14 Wisdom (Perception) check to notice the treacle is attached and harming it, otherwise it is unaware the hp loss is from the treacle. A creature that loses hp in this way while below half its hp maximum automatically succeeds on this check.

The attached treacle moves with the target whenever the target moves, requiring none of the treacle's movement. It can detach itself by spending 5 feet of its movement on its turn. A creature, including the target, can use its action to detach the treacle.

Reactions

Mimic Innocence. When a creature the treacle can see moves within 120 feet of it, the treacle squishes, stretches, and molds its body into the shape of a Tiny Beast or object the creature finds least threatening, such as an injured rabbit or a long-lost toy. The treacle's body takes on most of the coloration of the desired shape, but some part of it is always white, pale, or pearlescent. Regardless of the shape, the treacle's flesh doesn't change and is soft and plush to the touch. The treacle can maintain this shape for up to 8 hours or until another creature it can see moves within 120 feet of it.

Treant, Weeping

This twisted tree's face is made of cracked, black bark knotted into vaguely humanoid features, and thick tears of sap run down its face.

Weeping treants clearly are related to other treants, but they are smaller than the normal variety. Their gnarled trunks are twisted, and their wood often groans when they move.

Forest Wardens. Weeping treants are protectors of dark, shadowy forests—particularly forests in the Plane of Shadow—and they are as long-lived as the trees themselves. They act as guardians for an entire forest or for something specific within the forest, and they have no pity for those carrying axes or fire.

Skeptical Mein. Weeping treants are terrifying and relentless when fighting in defense of their charge. They are inherently distrustful, particularly of anything not of the natural or shadow world, and they're notoriously difficult to fool or deceive.

Enchanted Bitter Tears. Sages and scholars debate why these creatures weep, but no one has come forward with a compelling reason beyond "it's what trees do." The weeping treants themselves refuse to speak on the matter. Their tears are occasionally components in druidic spells or items.

Weeping Treant

Huge Plant, Neutral

Armor Class 17 (natural armor)

Hit Points 105 (10d12 + 40)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (–1)	18 (+4)	12 (+1)	16 (+3)	11 (+0)

Skills Insight +6

Damage Vulnerabilities fire

Damage Resistances bludgeoning, piercing

Senses darkvision 60 ft., passive Perception 13

Languages Common, Druidic, Elvish, Sylvan, Umbral

Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Siege Monster. The weeping treant deals double damage to objects and structures.

Speak with Plants. The weeping treant can communicate with plants as if they shared a language.

Weep Acid. Thick tears of dark, acidic sap stream continuously down the treant's face and trunk. A creature that touches the weeping treant or hits it with a melee attack while within 5 feet of it must succeed on a DC 15 Dexterity saving throw or take 3 (1d6) acid damage.

Actions

Multiattack. The weeping treant makes two Slam or Rock attacks.

Slam. Melee Weapon Attack: +8 to hit, reach 5 ft., single target. ***Hit:*** 15 (3d6 + 5) bludgeoning damage plus 3 (2d6) acid damage, and the target takes 3 (1d6) acid damage at the end of its next turn unless it or another creature takes an action to wipe off the acid.

Rock. Ranged Weapon Attack: +8 to hit, range 60/180 ft., one target. ***Hit:*** 21 (3d10 + 5) bludgeoning damage.

Troll, Lake

This large, lanky creature has arms too long for its body. Its hands are webbed and equipped with wicked claws. Its skin is covered in dull green scales and embedded with stones, and limp hair like scraggly seaweed hangs across its long-nosed face.

Water-dwelling cousins of the more common trolls, lake trolls are both stronger and slightly more intelligent, but thankfully less common. Accompanied by a reek of old, rotting fish, these slimy creatures live beneath the surface of lakes, ponds, rivers, and sometimes even ocean coves.

Violently Territorial. A lake troll is savage in the defense of its claimed expanse of territory; any encroachment into the creature's water is met with sudden violence from the depths. Fishermen are the most vulnerable to these attacks, especially when they explore new bodies of water.

Cruel Cunning. Even seasoned soldiers are wise enough to fear the claws of a lake troll; a person with no weapon facing the creature is doomed. Lake trolls delight in splintering wood and twisting metal with their talons and in shrugging off the deadliest of blows with their tough hide. They often prioritize wielders of grand weapons because they delight in the horror brought on by dulling their prey's weapons with a few strokes of their powerful claws. Lake trolls are cunning ambushers. They make use of the water to cover their attack and to protect themselves from the flames of would-be troll hunters.

Hard to Kill. A lake troll's regeneration is shut down only by cold and fire damage at nearly the same time, making them tricky to fight and exceedingly difficult to kill. Many adventurers have been shocked or slain when a lake troll they presumed was burned to death suddenly leapt back into the fray. Because they're reclusive and so very lethal, these creatures are poorly understood by most scholars.

Lake Troll

Large Giant, Chaotic Evil

Armor Class 15 (natural armor)

Hit Points 126 (12d10 + 60)

Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	13 (+1)	20 (+5)	8 (−1)	10 (+0)	6 (−2)

Skills Perception +3, Stealth +4

Senses darkvision 60 ft., passive Perception 13

Languages Common, Giant

Challenge 7 (2,900 XP) **Proficiency Bonus** +3

Amphibious. The lake troll can breathe air and water.

Keen Smell. The lake troll has advantage on Wisdom (Perception) checks that rely on smell.

Regeneration. The lake troll regains 10 hp at the start of its turn. If the lake troll takes cold or fire damage, it regains only 5 hp at the start of its next turn. If the lake troll takes both cold and fire damage, this trait doesn't function at the start of the lake troll's next turn. The lake troll dies only if it starts its turn with 0 hp and doesn't regenerate.

Actions

Multiattack. The lake troll makes one Bite attack and two Claw attacks. If both Claw attacks hit one creature that is wielding a weapon, the target must succeed on a DC 16 Dexterity saving throw or the target's weapon takes a permanent and cumulative −1 penalty to damage rolls. If the weapon's penalty drops to −5, the weapon is destroyed. If the target is wielding more than one weapon, the troll chooses which weapon to affect.

Bite. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. ***Hit:*** 10 (1d8 + 6) slashing damage.

Claw. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. ***Hit:*** 15 (2d8 + 6) piercing damage.

Trollkin Reaver

The humanoid's skin is thick and knobby, and it sports wicked talons and tusks.

In the north, the masses huddle in fear at night, dreading the horns and howls of reavers come to slaughter and pillage.

Fearsome Savages. Trollkin have a well-deserved reputation for savagery, and the reavers help reinforce that perception among their neighbors. With claws and fangs larger and sharper than their brethren, reavers are a sight to behold.

War Leaders. Raiding is a staple industry among the trollkin, and the reavers lead the most savage raiding parties in search of wealth, slaves, and supplies. They often recruit other creatures or mercenaries into their bands. It is not uncommon to see bloodthirsty humans, gnolls, or hobgoblins in a reaver's band.

Spirit Talkers. Trollkin reavers are quite fearful of spirits and ghosts, and they listen to their clan shaman and to the words of powerful fey or giants. They prefer to raid only in times of good omens.

Trollkin Reaver

Medium Humanoid (Trollkin), Neutral

Armor Class 14 (hide armor)

Hit Points 82 (11d8 + 33)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	13 (+1)	16 (+3)	11 (+0)	12 (+1)	13 (+1)

Saving Throws Con +5

Skills Intimidation +5, Survival +3

Senses darkvision 60 ft., passive Perception 11

Languages Common, Trollkin

Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Regeneration. The trollkin reaver regains 5 hp at the start of its turn. If the trollkin takes acid or fire damage, this trait doesn't function at the start of the trollkin's next turn. The trollkin dies if it starts its turn with 0 hp and doesn't regenerate.

Thick Hide. The trollkin reaver's skin is thick and tough, granting it a +1 bonus to Armor Class. This bonus is already factored into the trollkin's AC.

Actions

Multiattack. The trollkin raider makes one Bite attack and two Claw attacks, or it makes three Handaxe attacks. It can replace one Claw attack with a Battleaxe attack.

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. ***Hit:*** 9 (2d4 + 4) piercing damage.

Claw. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. ***Hit:*** 9 (2d4 + 4) slashing damage.

Battleaxe. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. ***Hit:*** 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) slashing damage if used with two hands.

Handaxe. Melee or Ranged Weapon Attack: +6 to hit, reach 5 ft. or range 20/60 ft., one target. ***Hit:*** 7 (1d6 + 4) slashing damage.

Howl of Battle (Recharge 6). The trollkin reaver howls a battle cry at up to three friendly creatures it can see within 30 feet of it. Each target can make one weapon attack as a reaction and has advantage on the attack roll.

Tusked Skyfish

This creature looks like an enormous flying jellyfish, with long, wicked tusks curving from its gaping mouth and tentacle-whiskers trailing behind it.

Alchemical Flotation. These aerial jellyfish waft through the air like balloons, suspended by internal alchemical reactions. This mode of movement takes them vertically when they wish or allows them to drift with the winds. They can reach altitudes of 30,000 feet.

Shocking Tendrils. Tusked skyfish catch slow-moving or inattentive prey in their tentacles, and they sometimes fish in shallow lakes and streams. They can suppress their natural electrical charge, allowing them to manipulate objects or interact with other creatures safely.

Slow Mounts. When fitted with special, electricity-resistant saddles, tusked skyfish can be ridden without harming their riders, although their slow speed makes them most suitable for casual excursions or unhurried long-distance travel. Genies, their offspring, and their servitors seem to find tusked skyfish congenial beasts of burden.

Tusked Skyfish

Large Aberration, Unaligned

Armor Class 14 (natural armor)

Hit Points 102 (12d10 + 36)

Speed 5 ft., fly 20 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	17 (+3)	3 (−4)	14 (+2)	10 (+1)

Damage Immunities lightning

Senses darkvision 60 ft., passive Perception 12

Languages —

Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Electrified Tendrils. A creature that touches the skyfish or hits it with a melee attack while within 5 feet of it takes 3 (1d6) lightning damage. In addition, a creature that starts its turn beneath the skyfish while the skyfish is hovering takes 3 (1d6) lightning damage, provided the creature is within 15 feet of the skyfish.

Mobile Grappler. While grappling a creature, the tusked skyfish can move at its full speed, carrying the grappled creature along with it.

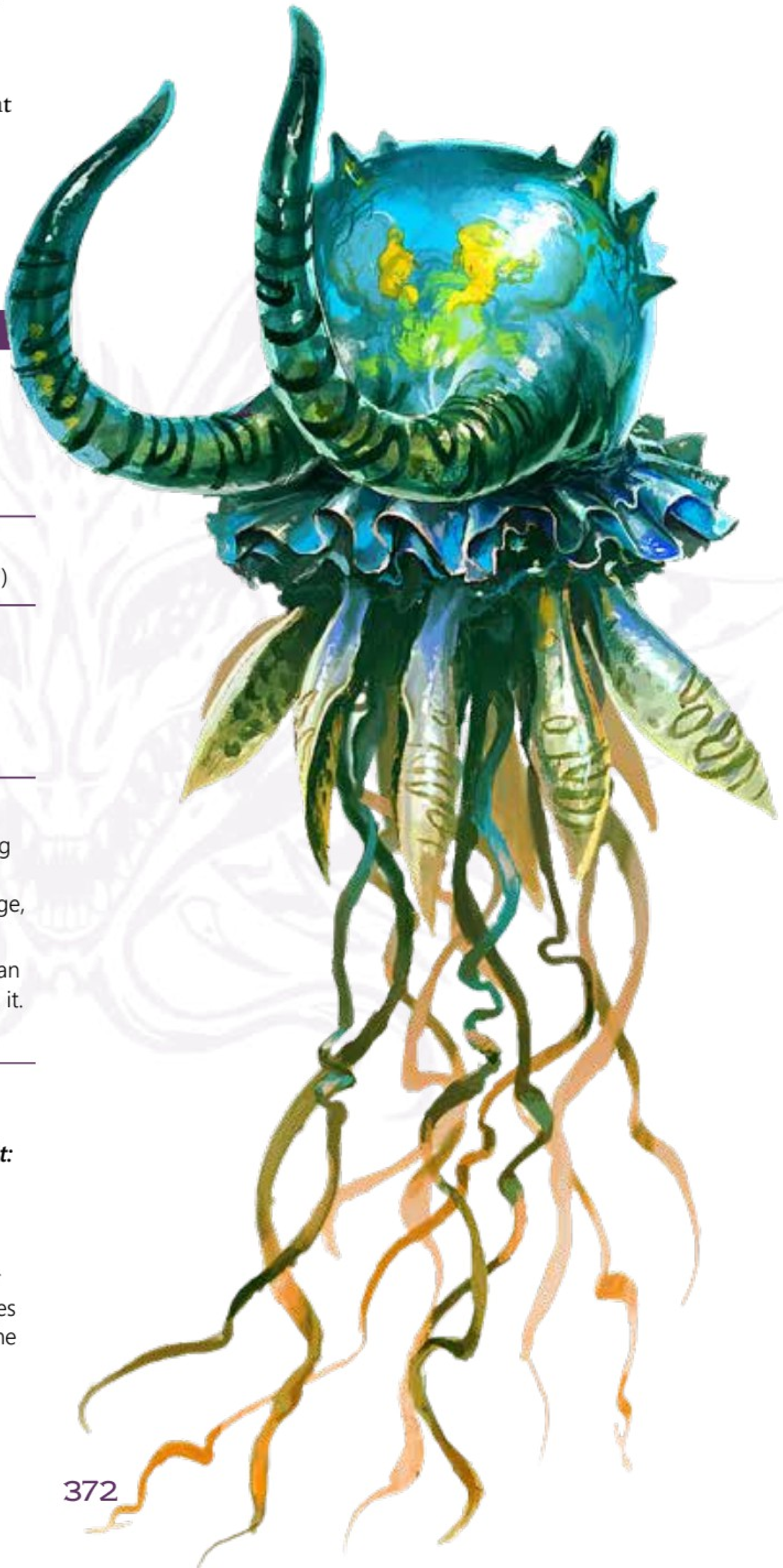
Actions

Multiattack. The tusked skyfish makes one Gore attack and one Electrified Tentacles attack.

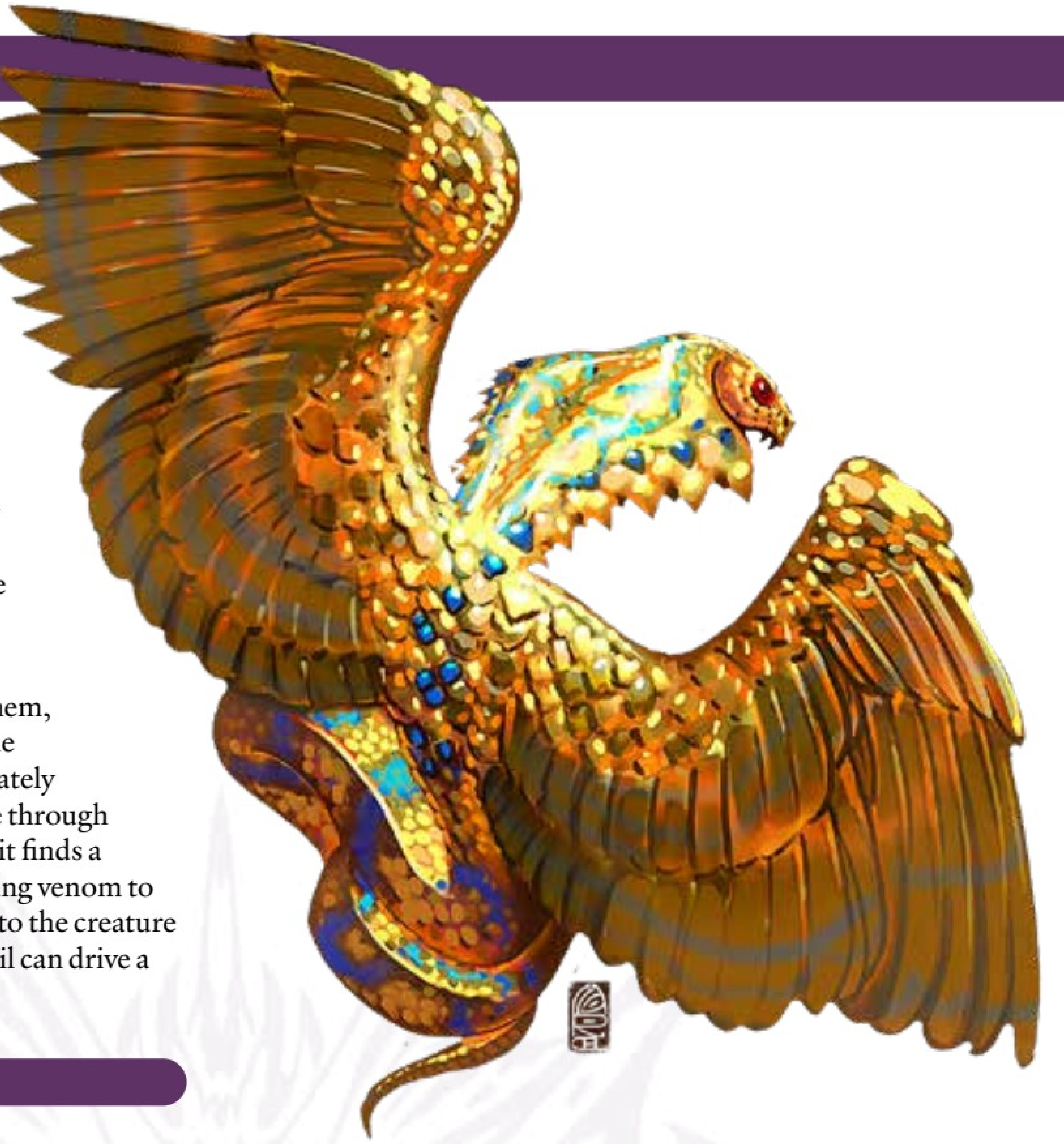
Gore. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. ***Hit:*** 13 (2d8 + 4) piercing damage.

Electrified Tentacles. Melee Weapon Attack: +6 to hit, reach 10 ft., one creature. ***Hit:*** 14 (3d6 + 4) bludgeoning damage, and the target is grappled (escape DC 13) if it is a Medium or smaller creature. Until this grapple ends, the target is restrained and takes 14 (4d6) lightning damage at the start of each of its turns, and the skyfish can't use its Electrified Tentacles on another target.

Stench Spray (Recharge 5–6). The tusked skyfish sprays foul-smelling liquid in a 20-foot line that is 5 feet wide. Each creature in that line must make a DC 13 Constitution saving throw. On a failure, a creature takes 21 (6d6) poison damage and is poisoned for 1 minute. On a success, a creature takes half the damage and isn't poisoned. If the saving throw fails by 5 or more, the creature falls unconscious while poisoned in this way. The unconscious creature wakes up if it takes damage or if another creature takes an action to shake it awake. A poisoned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.



Uraeus



A sleek serpent wends through the air, held aloft on bronze-feathered wings. The flying cobra flares its hood and hisses, hurling a spray of orange sparks from its fanged mouth.

Uraeuses resemble vibrantly colored cobras. The serpent's scales are the rich, gold-flecked blue of lapis lazuli and its eyes gleam white. However, its most distinguishing feature is its pair of feathery, bronze wings. It glides gracefully through the air with a deliberate vigilance that reveals its intelligence. A uraeus grows up to three feet long, and weighs around five pounds.

Divine Protectors. Uraeuses are celestial creatures that carry a spark of divine fire within them, and they thirst for purpose when they arrive on the Material Plane. Whether the creature was deliberately summoned or found its way to the Material Plane through other means, a uraeus is created to protect. Once it finds a worthy charge, it devotes its fiery breath and searing venom to protecting that ward. A uraeus is fanatically loyal to the creature it protects. Only gross mistreatment or vicious evil can drive a uraeus to break its bond and leave.

Uraeus

Tiny Celestial, Lawful Neutral

Armor Class 14 (natural armor)

Hit Points 40 (9d4 + 18)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
6 (−2)	15 (+2)	14 (+2)	10 (+0)	14 (+2)	9 (−1)

Saving Throws Wis +4, Cha +1

Skills Perception +4

Damage Resistances radiant; bludgeoning, piercing, and slashing damage from nonmagical attacks

Damage Immunities fire, poison

Condition Immunities poisoned

Senses blindsight 10 ft., passive Perception 14

Languages understands Celestial and Common but can't speak

Challenge 2 (450 XP) **Proficiency Bonus** +2

Flyby. The uraeus doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Magic Resistance. The uraeus has advantage on saving throws against spells and other magical effects.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage plus 9 (2d8) poison damage, and the target must succeed on a DC 12 Constitution saving throw or be poisoned for 1 minute. While poisoned, the target takes 3 (1d6) fire damage at the start of each of its turns. A poisoned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Spit Fire. *Ranged Weapon Attack:* +4 to hit, range 20/60 ft., one target. *Hit:* 16 (4d6 + 2) fire damage.

Searing Breath (Recharge 5–6). The uraeus exhales a 15-foot cone of fire. Each creature in the area must make a DC 12 Dexterity saving throw, taking 10 (3d6) fire damage on a failed save, or half as much damage on a successful one.

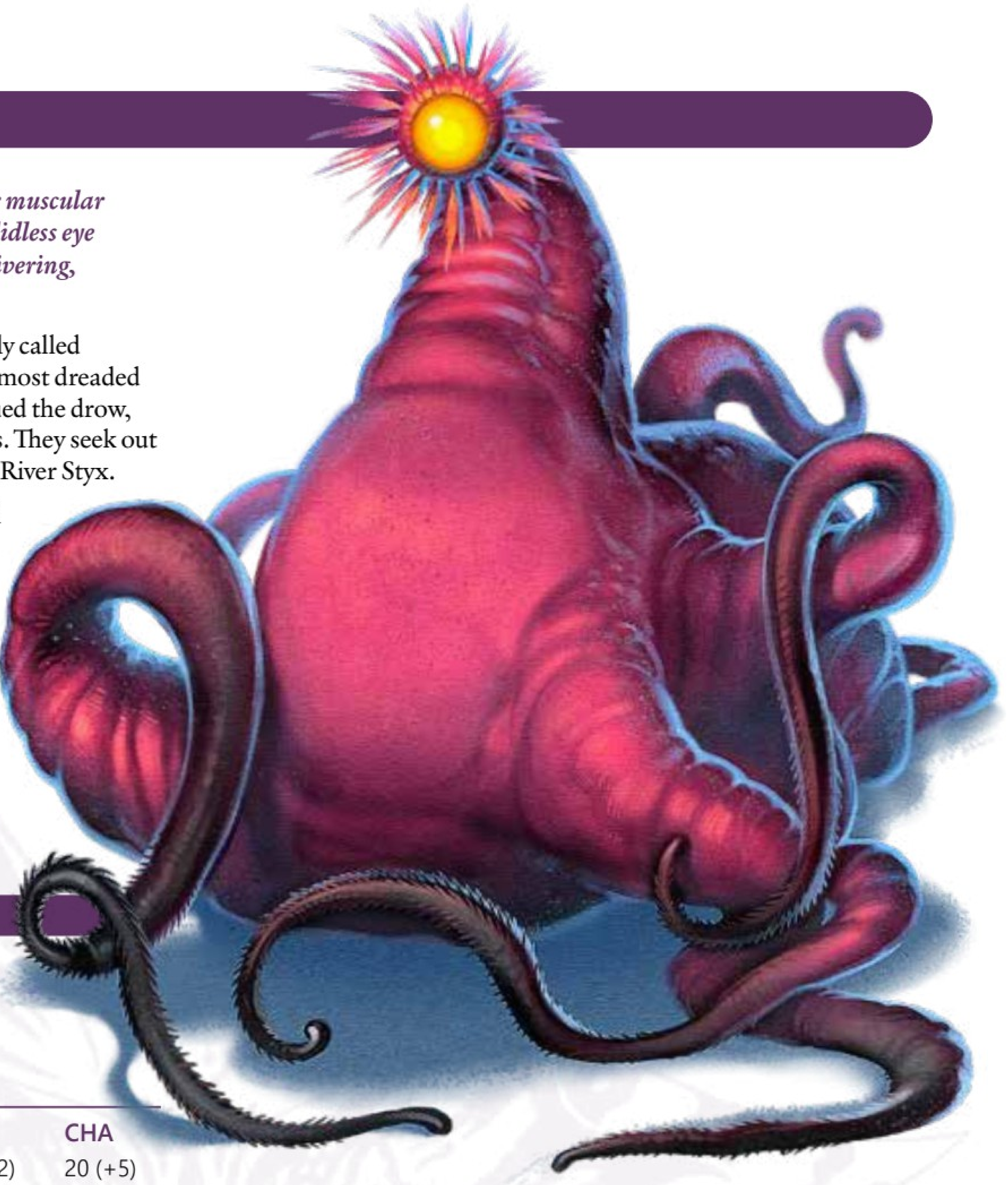
Bonus Actions

Ward Bond. The uraeus forms a magical bond with a willing creature within 5 feet of it. While bonded, the uraeus and its ward know the distance and direction to each other and the general state of each other's health, even if the two are on different planes of existence. The bond lasts until the uraeus or its ward dies, until the uraeus ends it as a bonus action, or until the uraeus uses this bonus action to create a bond with another creature.

Reactions

Bonded Savior. When the uraeus's bonded ward takes damage, the uraeus prevents the ward from taking the damage and loses hp equal to that amount instead, regardless of the type of damage dealt.

Urochar



This gigantic crimson leech slithers upright on four muscular tentacles. At the top of its writhing trunk, a great lidless eye glows with baleful orange light, surrounded by quivering, feathered antennae.

Underworld Wanderers. Sometimes fearfully called "strangling watchers," the urochar are among the most dreaded monsters of the underworld. They have long plagued the drow, grimlocks, and other humanoids of the deep paths. They seek out death and the dying all the way to the banks of the River Styx.

Devour the Dying. Urochars feast on the final moments of those caught in their crushing tentacles. Though powerful, urochars are quite passive. They watch the life and death struggles of other creatures and take action only to drink in a dying being's final moments from a nearby crevice or overhang.

Immortal. Strangling watchers are effectively immortal. Gargantuan specimens in the deepest reaches of the underworld are several millennia old.

Urochar

Huge Aberration, Chaotic Evil

Armor Class 19 (natural armor)

Hit Points 256 (19d12 + 133)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	15 (+2)	24 (+7)	14 (+2)	14 (+2)	20 (+5)

Saving Throws Dex +8, Con +13, Wis +8, Cha +11

Skills Perception +8, Stealth +8

Damage Resistances cold, lightning; bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

Damage Immunities thunder

Condition Immunities frightened

Senses truesight 120 ft., passive Perception 18

Languages understands Darakhul and Void Speech but can't speak

Challenge 17 (18,000 XP) **Proficiency Bonus** +6

Mind-Rending Death. When the urochar dies, it releases all the fear it consumed in its lifetime in a single, mind-rending wave. Each creature within 30 feet of it must succeed on a DC 19 Charisma saving throw or be frightened for 1 minute. A frightened creature takes 14 (4d6) psychic damage at the start of each of its turns. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Rubbery Body. The urochar's body is rubbery with few bones, allowing it to easily move through any opening large enough for a Medium creature. It can squeeze through any opening large enough for a Small creature. The urochar's destination must still have suitable room to accommodate its volume.

Spider Climb. The urochar can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Actions

Multiattack. The urochar can use its Paralyzing Gaze. It then makes four Tentacle attacks.

Tentacle. *Melee Weapon Attack:* +13 to hit, reach 20 ft., one target. *Hit:* 25 (4d8 + 7) bludgeoning damage, and the target is grappled (escape DC 19) if it is a Large or smaller creature. Until this grapple ends, the target is restrained. The urochar has four tentacles, each can grapple only one target.

Paralyzing Gaze. The urochar turns its eerie gaze upon one creature it can see within 60 feet of it. The target must succeed on a DC 19 Wisdom saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to the urochar's Paralyzing Gaze for the next 24 hours.

Strangling Grasp. Each creature grappled by the urochar must make a DC 19 Strength saving throw. On a failure, a creature takes 36 (8d8) bludgeoning damage and can't breathe until the grapple ends. On a success, a creature takes half the damage and can still breathe.

Bonus Actions

Hidden Step. The urochar magically teleports, along with any equipment it is wearing or carrying, up to 30 feet to an unoccupied space it can see and takes the Hide action. Grappled creatures are no longer grappled and don't teleport with it.

Ushabti

The eye sockets of the funerary figure's ornate death mask suddenly ignite with a golden radiance. With the creak of long-unused limbs, this towering figure in ancient armor raises its weapons once more.

Ushabtis are placed in tombs as servants in the afterlife for those buried there—as both a laborer in the kingdom of the dead and a guardian in the kingdom of the living. These sentinels tend to the physical work and maintenance required after death that is beyond the abilities of those of flesh and blood. Dressed in ceremonial regalia, they are sometimes mistaken for living beings by those who would intrude upon their domain, but careful examination reveals faintly glowing hieroglyphs graven into their garments and bodies.

Tomb Guardians. Ushabtis are most commonly encountered as guardians—a function they fulfill effectively, fiercely attacking anything that threatens their sworn charge. An ushabti is sometimes obvious from the blood of its victims staining its form. Some ceaselessly babble ancient scriptures or invocations to the gods of death. Tombs are often littered with bones of tomb robbers an ushabti has dispatched.

Serene Repose. Most ushabtis have human faces and proportions, with features resembling a death mask. When at rest, they stand or lie with arms folded across their chests, clutching their ceremonial weapons. Many variations have been found, however, including some that are animal-headed, completely monstrous, or have abstract or fanciful designs, such as a sun-sphere head or a body made of papyrus scrolls.

Sacrificial Corruptions. Some dark practitioners use sacrifices—willing or not—as undying servants of their god-kings and god-queens. Generals, trusted advisors, and close allies have willingly accompanied their dying lords into the afterlife through this horrifying transformation. The sacrifices are tightly bound in linens and sealed within a sarcophagus among a swarm of flesh-eating scarabs that, over a period of days to weeks, fully consume their bodies. The servant's devotion to their task and the anguish of their passing transforms the scarab colony and animates the funerary wrappings to carry on with the sacred duty. Most view this as a corruption of the process for creating ushabtis, reducing the time and cost of construction with blood and resulting in a weaker, uncontrollable guardian. Though a corrupted ushabti fulfills its duties to protect its dead charges, it views living creatures as meals for the scarab colony within its wrappings, regardless of that creature's identity.

Ushabti in Midgard

In Midgard, ushabtis are common in the Southlands as funerary figures. Originally gifted to his faithful by the wise god Eshu—whether this was truly as a gift or as trickery depends on the scholar telling the tale—these constructs gained near universal usage among the priests of other faiths. In Nuria Natal, they take on many more utilitarian roles for the living, not being confined to merely serving the dead, such as by protecting travelers and offerings at roadside shrines and as bodyguards and servants for the living god-kings and other important figures.

Of note, a corrupted ushabti is viewed with some esteem in Nuria Natal, assuming the sacrifice was willing. These ushabti are sometimes called imy-ut ushabtis.

Corrupted Ushabti

Medium Undead, Neutral Evil

Armor Class 15 (natural armor)

Hit Points 97 (15d8 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	15 (+2)	6 (–2)	10 (+0)	5 (–3)

Saving Throws Wis +3, Cha +0

Damage Vulnerabilities fire

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned, stunned

Senses darkvision 60 ft., passive Perception 10
Languages understands Common but can't speak
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Necrotic Weapons. The ushabti's weapon attacks are magical. When the ushabti hits with any weapon, the weapon deals an extra 2d6 necrotic damage (included in the attack).

Regeneration. The ushabti regains 5 hp at the start of its turn if it has at least 1 hp.

Swarm Body. The corrupted ushabti is a spirit inhabiting a colony of scarabs around a Humanoid skeleton within funerary wrappings. It can move through any opening large enough for a Tiny scarab and Humanoid bones, and it can't regain hp or gain temporary hp, except for its Regeneration trait.

In addition, a creature that hits the ushabti with a melee attack while within 5 feet of it takes 2 (1d4) piercing damage as a dozen Tiny scarabs skitter out and bite the attacker.

Undead Nature. The ushabti doesn't require air, food, drink, or sleep.

ACTIONS

Multiattack. The corrupted ushabti makes two Ceremonial Greatsword attacks.

Ceremonial Greatsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 11 (2d6 + 3) slashing damage plus 7 (2d6) necrotic damage.

Vomit Swarm (Recharge 5–6). The corrupted ushabti exhales scarabs in a 30-foot cone. Each creature in the area must make a DC 15 Dexterity saving throw. On a failure, a creature takes 25 (10d4) piercing damage and is covered in scarabs. On a success, a creature takes half the damage and isn't covered in scarabs. A creature covered in scarabs takes 2 (1d4) piercing damage at the start of each of its turns. A creature, including the covered creature, can take its action to brush the scarabs off the covered creature by succeeding on a DC 15 Dexterity check.

USHABTI

Medium Construct, Unaligned

Armor Class 17 (natural armor)
Hit Points 119 (14d8 + 56)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	20 (+5)	18 (+4)	6 (−2)	11 (+0)	6 (−2)

Saving Throws Wis +3, Cha +1
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison, psychic
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 60 ft., passive Perception 10
Languages understands the languages of its creator but can't speak
Challenge 8 (3,900 XP) **Proficiency Bonus** +3

Construct Nature. The ushabti doesn't require air, food, drink, or sleep.

False Appearance. While the ushabti is motionless, it is indistinguishable from a normal funerary statue.

Immutable Form. The ushabti is immune to spells and effects that would alter its form.

Magic Resistance. The ushabti has advantage on saving throws against spells and other magical effects.

Necrotic Weapons. The ushabti's weapon attacks are magical. When the ushabti hits with any weapon, the weapon deals an extra 3d8 necrotic damage (included in the attack).

ACTIONS

Multiattack. The ushabti makes two Nabboot attacks.

Nabboot. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage plus 13 (3d8) necrotic damage. If the target is a creature, it must succeed on a DC 16 Constitution saving throw or be cursed with tomb taint. The cursed target's speed is halved, and its hp maximum decreases by 3 (1d6) for every 24 hours that elapse. If the curse reduces the target's hp maximum to 0, the target dies, and its body turns to dust. The curse lasts until removed by the *remove curse* spell or comparable magic.

Serpentine Armlets (1/Day). The ushabti commands its armlets to drop to the floor and transform into two giant, poisonous snakes. The snakes act as allies of the ushabti and obey its spoken commands. The snakes remain for 1 hour, until the ushabti dies, or until the ushabti dismisses one or both of them as a bonus action. When the snakes disappear, they become wisps of smoke and reform as armlets around the ushabti's arms.

BONUS ACTIONS

Telekinesis. One creature the ushabti can see within 60 feet of it must succeed on a DC 16 Strength saving throw or the ushabti moves the creature up to 30 feet in any direction (including upward). The target is restrained until the start of the ushabti's next turn.

USHABTI ROYAL GUARD

Large Construct, Unaligned

Armor Class 19 (natural armor)

Hit Points 168 (16d10 + 80)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	16 (+3)	20 (+5)	11 (+0)	19 (+4)	9 (−1)

Saving Throws Wis +9, Cha +4

Skills Arcana +5, History +5, Perception +9

Damage Immunities poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 19

Languages understands the languages of its creator but can't speak

Challenge 14 (11,500 XP) **Proficiency Bonus** +5

Construct Nature. The ushabti doesn't require air, food, drink, or sleep.

False Appearance. While the ushabti is motionless, it is indistinguishable from a normal funerary statue.

Healing Leech. If a creature within 30 feet of the ushabti regains hp from a spell or magical effect, the creature regains only half the amount and the ushabti regains the other half.

Immutable Form. The ushabti is immune to any spell or effect that would alter its form.

Legendary Resistance (3/Day). If the ushabti fails a saving throw, it can choose to succeed instead.

Magic Resistance. The ushabti has advantage on saving throws against spells and other magical effects.

Necrotic Weapons. The ushabti's weapon attacks are magical. When the ushabti hits with any weapon, the weapon deals an extra 2d8 necrotic damage (included in the attack).

ACTIONS

Multiattack. The ushabti can use its Breath-Stealing Presence. It then makes two Khopesh attacks and one Medjai's Scepter attack.

Khopesh. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage plus 9 (2d8) necrotic damage.

Medjai's Scepter. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage plus 9 (2d8) necrotic damage.

Breath-Stealing Presence. Each creature of the ushabti's choice within 30 feet of the ushabti and aware of it must succeed on a DC 18 Constitution saving throw or take 9 (2d8) necrotic damage and be unable to speak or breathe for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the ushabti's Breath-Stealing Presence for the next 24 hours.

Enervating Surge (Recharge 5–6). The ushabti emits waves of necrotic energy. Each creature within 30 feet of the ushabti must make a DC 18 Constitution saving throw, taking 49 (11d8) necrotic damage on a failed save, or half as much damage on a successful one. A creature that can't breathe because of the ushabti's Breath-Stealing Presence has disadvantage on the saving throw. If the saving throw fails by 5 or more, the creature also suffers one level of exhaustion. A Humanoid slain by this effect rises 1d4 hours later as a mummy under the ushabti's control, unless the Humanoid is restored to life or its body is destroyed. The ushabti can have no more than five mummies under its control at one time.

REACTIONS

Sudden Strike. When a creature more than 5 feet away from the ushabti moves to a space within 5 feet of the ushabti, the ushabti can make one Khopesh attack against it.

LEGENDARY ACTIONS

The ushabti can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The ushabti regains spent legendary actions at the start of its turn.

Move. The ushabti moves up to its speed without provoking opportunity attacks.

Medjai's Scepter (Costs 2 Actions). The ushabti makes one Medjai's Scepter attack.

Telekinesis (Costs 2 Actions). Up to two creatures the ushabti can see within 60 feet of it must succeed on a DC 18 Strength saving throw or the ushabti moves the creature up to 30 feet in any direction (including upward). A moved target is then restrained until the start of the ushabti's next turn.

Vættir

The creature's blue-black skin is stretched taut over its bones, and its lips are drawn back in a cruel grimace. It holds a bronze axe high over its head, and its eyes glow an icy blue.

Servants of the Land. Servants of the land, vættir haunt those who disrespect the wild or ancient laws and traditions. Regardless of where they're found, vættir always wear ancient mail and carry bronze axes.

Jealous and Wrathful. A wrathful vættir rises from its burial mound when its grave goods are stolen or when it is disrespected. Vættir jealously guard both honor and treasures, and they may be relentless enemies over matters as small as an accidental word or a single coin.

Dangerous Helpers. Vættirs will answer a summons for aid by descendants or nearby villages. Summoned vættir wander into longhouses or taverns and sit down beside those who call them, ready to serve. However, there's always a price, and a vættir's help is often more than bargained for.

Vættir

Medium Undead, Lawful Evil

Armor Class 15 (chain shirt)

Hit Points 97 (13d8 + 39)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	16 (+3)	10 (+0)	12 (+1)	14 (+2)

Saving Throws Dex +4, Wis +3

Damage Immunities necrotic, poison

Condition Immunities charmed, frightened, poisoned

Senses truesight 30 ft., darkvision 60 ft., passive Perception 11

Languages the languages it knew in life

Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Grave Goods Sense. The vættir can pinpoint the location of creatures wearing or carrying one of the vættir's personal items or grave goods within 60 feet of it, and the vættir can sense the general direction of its personal items and grave goods within 1 mile of it.

Rejuvenation. A destroyed vættir gains a new body in 24 hours, regaining all its hp and becoming active again. The new body forms in a random unoccupied space within 100 feet of where it fell. This trait doesn't function if the vættir is put to rest (typically by returning its remains to its burial mound).

Sunlight Sensitivity. While in sunlight, the vættir has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Undead Nature. The vættir doesn't require air, food, drink, or sleep.

Actions

Multiattack. The vættir can use its Disorienting Gaze. It then makes two Vættir's Greataxe or Necrotic Bolt attacks.

Vættir's Greataxe. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (1d12 + 5) slashing damage plus 4 (1d8) necrotic damage.

Necrotic Bolt. *Ranged Spell Attack:* +4 to hit, range 120 ft., one target. *Hit:* 15 (3d8 + 2) necrotic damage.

Disorienting Gaze. The vættir locks eyes with one creature it can see within 30 feet of it. The target must succeed on a DC 15 Charisma saving throw or be incapacitated for 1 minute. While incapacitated, the creature moves in a random direction when it moves. An incapacitated creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the vættir's Disorienting Gaze for the next 24 hours.

Corpse Breath (Recharge 5–6). The vættir spews forth a 15-foot cone of putrid gas. Each creature in the area must make a DC 15 Constitution saving throw. On a failure, a creature takes 21 (6d6) poison damage and is poisoned for 1 minute. On a success, a creature takes half the damage and isn't poisoned. A poisoned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

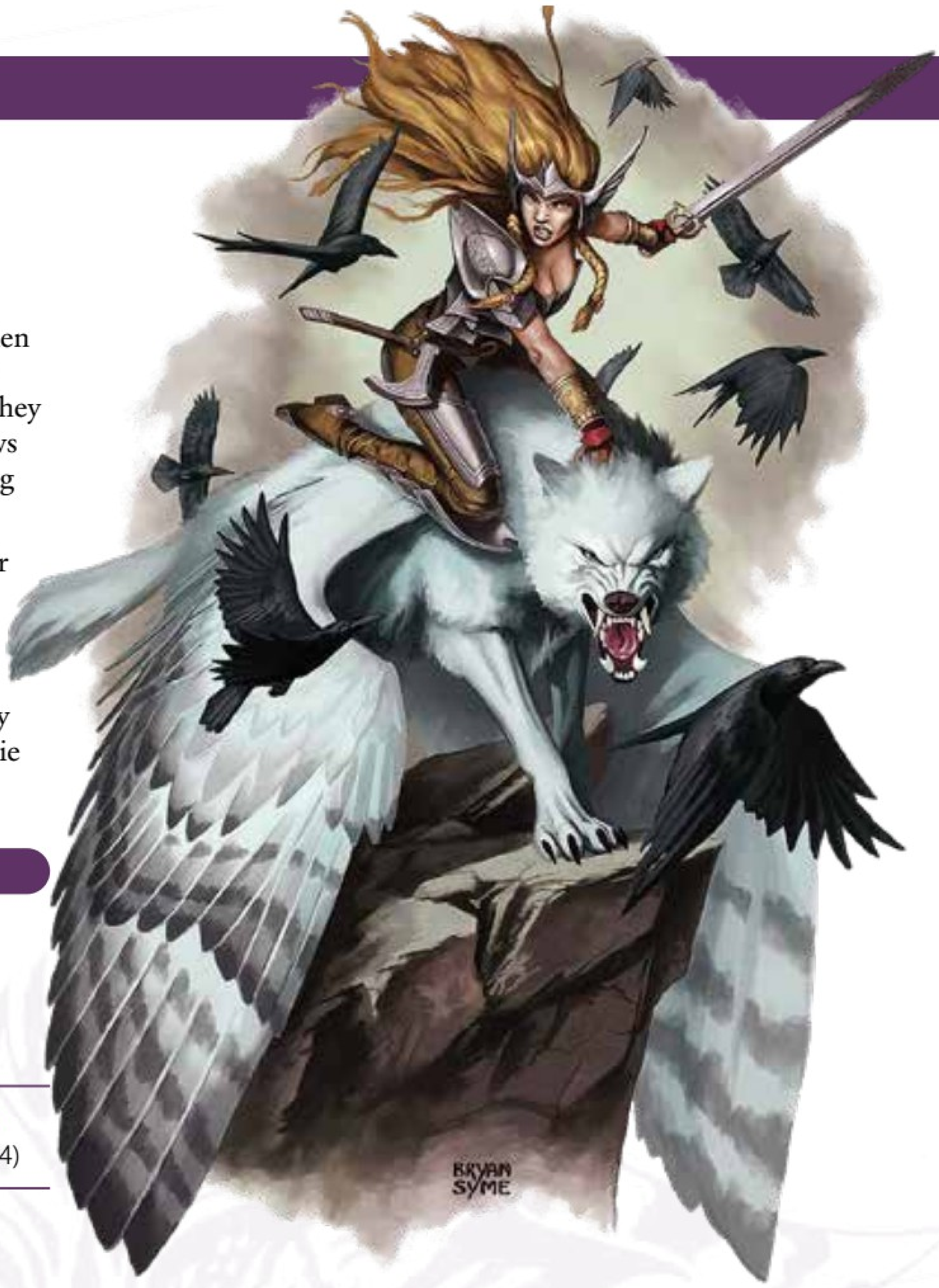
Valkyrie

These warrior women, armed with cruel-looking swords, sit astride massive winged wolves. Each of them is as beautiful, graceful, and fierce as a well-honed war axe.

Choosers of the Slain. Valkyries are sent by Odin to decide the course of battles and harvest the souls of brave fallen warriors. Riding winged wolves (use the statistics of a winter wolf with a flying speed of 80 feet and a neutral alignment), they visit battlefields to do their master's will, surrounded by crows and ravens. Valkyries remain hidden among the ravens during these missions, acting only when fate decrees.

Love Battle. Valkyries love battle and bloodshed, and their presence on the battlefield inspires warriors to great acts of valor and heroism.

Neutral Parties. Valkyries seldom interfere in mortal affairs, save to ensure the proper course of battles. When duty demands, as a punishment, or when they fall in love, a valkyrie may wander the mortal world.



Valkyrie

Medium Celestial, Neutral

Armor Class 18 (chain mail, shield)

Hit Points 150 (20d8 + 60)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	16 (+3)	12 (+1)	19 (+4)	18 (+4)

Saving Throws Con +11, Int +5, Wis +8, Cha +12

Skills Perception +8

Damage Resistances acid, cold, fire, lightning, thunder

Damage Immunities poison; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities frightened, poisoned

Senses truesight 60 ft., passive Perception 18

Languages all, telepathy 60 ft.

Challenge 11 (7,200 XP) **Proficiency Bonus** +4

Aura of Valor. Friendly creatures wielding weapons within 30 feet of the valkyrie have advantage on weapon attack rolls and ability checks. At the start of each of its turns, the valkyrie can choose to exclude any number of friendly creatures from this aura (no action required).

Immortal Nature. The valkyrie doesn't require food, drink, or sleep.

Magic Resistance. The valkyrie has advantage on saving throws against spells and other magical effects.

Radiant Weapons. The valkyrie's weapon attacks are magical. When it hits with any weapon, the weapon deals an extra 16 (3d10) radiant damage (included in the attack).

Actions

Multiattack. The valkyrie can use its Gaze of Doom. It then makes two Longsword attacks and one Spear attack, or it makes three Radiant Bolt attacks.

Longsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) slashing damage if used with two hands, plus 16 (3d10) radiant damage.

Spear. *Melee or Ranged Weapon Attack:* +8 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage, or 8 (1d8 + 4) piercing damage if used with two hands to make a melee attack, plus 16 (3d10) radiant damage.

Radiant Bolt. *Ranged Spell Attack:* +8 to hit, range 120 ft., one target. *Hit:* 26 (4d10 + 4) radiant damage.

Gaze of Doom. The valkyrie's gaze foretells a doomed fate for one creature the valkyrie can see within 60 feet of it. The target must succeed on a DC 16 Wisdom saving throw or be frightened for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Healing Touch (4/Day). The valkyrie touches another creature. The target magically regains 21 (6d6) hp and is freed from any curse, disease, poison, blindness, or deafness.

Reactions

Ascension. When a friendly creature the valkyrie can see and within its Aura of Valor is reduced to 0 hp while engaged in melee combat, the valkyrie can reincarnate the creature as a gladiator. If the gladiator reduces at least three creatures to 0 hp within 1 minute of its reincarnation, it transforms into an einherjar (see page 156). The valkyrie can provide ascension to up to two creatures each hour with this reaction.

Vampire, Pact

Blood flows up the slain man's body, defying gravity as it makes its way into the skin and fanged maw of this wild-haired vampire.

Pact warlocks seek transformation into a vampire while blessed by a patron of blood, destruction, or undead. The pact vampire's thirst for blood is so all-consuming that it can draw the blood of others through the air to its open maw.

Blood Line. The patron's blessing frees the warlock from some of a vampire's weaknesses, but it also secures a magical line of blood and life energy between the warlock and the patron. This drives the warlock to wantonly shed and drink blood, fueling the patron with each drop. A pact vampire must feed blood to its patron weekly by shedding the blood of other creatures and absorbing that blood into its body. A pact vampire that forgets or refuses to shed blood for its patron begins to lose vitality, steadily becoming more gaunt until it withers into a mindless, skin-covered skeleton under the patron's control.

Transformed Vampires. Not all pact vampires start as living warlocks. Some vampires choose to make a pact with a foul power to diminish some of its weaknesses and to gain more control over its own blood and the blood of others. Such vampires transform into pact vampires, giving up some of their autonomy for greater power and safety from running water and sunlight. Regardless of how it initially transformed, a pact vampire can't change its form like a standard vampire, relying on its followers and its patron's power to ensure its safe exit from dangerous situations.

Poisonous Blood. A pact vampire's blood is tainted by its enhanced magical connection to its patron, and when introduced to living creatures, the vampire's blood causes the creature's blood to flow more freely. Pact vampires coat their claws in this blood to better subdue and sup from bleeding victims. Particularly brave alchemists have attempted to harvest pact vampire blood for use in treating diseases related to thick or sluggish blood, but few survive the attempt.

A Pact Vampire's Lair

Needing to be near civilization for ready access to the blood its patron craves, a pact vampire dwells in a city's catacombs, sewers, or other underground complex with easy access to the city's streets at night. Pact vampires often lead secret cults within the city, building its patron's followers while drinking in the blood of the victims the cult brings to it. Due to the pact vampire's more direct link to the patron than many warlocks, the lair takes on aspects of the patron and is subtly shaped by the patron's will, filling the lair with hellish heat, eldritch lights, sourceless screams, and similar effects pleasing to that particular patron.

Regional Effects

The region containing a pact vampire's lair is warped by its presence, which creates one or more of the following effects.

- ***Hemophilia.*** Creatures bleed more easily within 3 miles of the lair, causing even the slightest scratch to bleed a little longer than usual.
- ***Overcast Skies.*** The area within 6 miles of the lair is perpetually overcast with bits of moonlight peeking through the thick clouds on nights important to the vampire or its patron.
- ***Thinned Veil.*** The veil between the Material Plane within 1 mile of the lair and the vampire's patron's home plane is thinned. Conjuration spells that pull from the patron's home plane are more potent and last longer, and planar travel between the Material Plane and the patron's home plane is easier.

If the pact vampire dies, these effects fade over the course of 1d10 days.

Pact Vampire

Medium Undead, Any Evil Alignment

Armor Class 16 (natural armor)
Hit Points 178 (17d8 + 102)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	16 (+3)	22 (+6)	17 (+3)	15 (+2)	20 (+5)

Saving Throws Dex +8, Con +11, Wis +7, Cha +10
Skills Perception +7, Persuasion +10, Stealth +8
Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 17
Languages the languages it knew in life
Challenge 15 (13,000 XP) **Proficiency Bonus** +5

Blood Sense. The pact vampire can pinpoint the location of creatures that aren't Constructs or Undead within 60 feet of it and can sense the general direction of such creatures within 1 mile of it.

Legendary Resistance (3/Day). If the pact vampire fails a saving throw, it can choose to succeed instead.

Poisonous Blood. A creature that hits the pact vampire with a melee attack while within 5 feet of it takes 7 (2d6) poison damage.

Regeneration. The pact vampire regains 25 hp at the start of its turn if it has at least 1 hp and isn't in sunlight. If the vampire takes radiant damage or damage from holy water, this trait doesn't function at the start of the vampire's next turn.

Undead Nature. The pact vampire doesn't require air.

Vampire Weaknesses. The pact vampire has the following flaws:

Stake to the Heart. If a piercing weapon made of wood is driven into the vampire's heart while the vampire is incapacitated in its resting place, the vampire is paralyzed until the stake is removed.

Sunlight Hypersensitivity. The vampire takes 10 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

Actions

Multiattack. The pact vampire makes three Claw attacks.

Claw. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage plus 13 (3d8) poison damage.

Call Blood. The pact vampire draws the blood out of a bleeding creature's body, where it flows through the air into the vampire's mouth. One creature the vampire can see within 60 feet of it that doesn't have all its hp and isn't a Construct or Undead must succeed on a DC 18 Constitution saving throw or take 22 (4d10) necrotic damage, and its hp maximum is reduced by that amount. The vampire regains hp equal to half the damage dealt. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hp maximum to 0.

Charm. One Humanoid the vampire can see within 30 feet of it must succeed on a DC 18 Wisdom saving throw or be magically charmed for 1 day. The charmed target obeys the vampire's verbal commands. If the target suffers any harm or receives a suicidal command, it can repeat the saving throw, ending the effect on itself on a success. If the target's saving throw is successful or the effect ends for it, the target is immune to this vampire's Charm for the next 24 hours.

The vampire can have only one target charmed at a time. If it charms another, the effect on the previous target ends.

Children of the Lower Planes (1/Day). The pact vampire magically calls 2d4 dretches, 1d4 imps, or 1 bearded devil. The called Fiends arrive in 1d4 rounds, acting as allies of the vampire and obeying its spoken commands. The Fiends remain for 1 hour, until the vampire dies, or until the vampire dismisses them as a bonus action.

Legendary Actions

The pact vampire can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The vampire regains spent legendary actions at the start of its turn.

Move. The pact vampire moves up to its speed without provoking opportunity attacks.

Call Blood (Costs 2 Actions). The pact vampire uses Call Blood.

Spread Poison (Costs 2 Actions). The pact vampire's blood briefly turns into a mist around it. Each creature within 15 feet of the vampire must succeed on a DC 18 Constitution saving throw or take 14 (4d6) poison damage and be poisoned until the end of its next turn.

A Pact of a Different Color

The pact vampire represented here is based on the Fiend patron. Not all patrons, especially those of good alignment, would condone their warlocks seeking transformation into an especially bloodthirsty vampire. Those patrons who are associated with blood, destruction, or undeath, however, take special glee in aiding such a transformation, reveling in the blood shed by the warlock and sending their minions to assist in the mayhem.

If you want to bring a pact vampire into play from a different patron, consider some changes. Damage resistances, immunities, and actions like Children of the Lower Planes can be changed to reflect a different pact, such as resistance to damage from weapons not made with cold iron for a pact vampire whose patron is one of the fey lords or ladies (see page 172) or magically calling mephits and other minor elementals for a pact vampire whose patron is a genie lord.

Vampire, Umbral

This deathly pale, gaunt human has stringy hair and wears scant rags. Misty strands of darkness leak from its empty eye sockets, yawning nasal cavity, and mouth.

Cursed Origin. Legends speak of an ancient city whose origins are lost to the ages, where a cabal of wizards with the power to manipulate the flow of time made its citizens immortal. When the wizards fell and no longer held back the ravages of time, the citizens aged centuries in moments. Instead of dying, the wretches lingered on in their dark realm.

Bound to Darkness. All umbral vampires originate in the City Fallen into Shadow, and under most circumstances, they're encountered only in that forsaken place. Despite the terrors it holds, adventurers continue to seek the city, chasing legends of potent artifacts and boundless treasure accumulated during its golden age. Occasionally, an umbral vampire slips into the mortal world, where it hides in a place seldom or never touched by sunlight and emerges at night to search for victims.

Umbral Vampire

Medium Undead, Chaotic Evil

Armor Class 14

Hit Points 84 (13d8 + 26)

Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (−5)	18 (+4)	15 (+2)	14 (+2)	14 (+2)	19 (+4)

Saving Throws Dex +7, Cha +7

Skills Perception +5, Stealth +7

Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities cold, necrotic, poison

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 15

Languages Common, Umbral, Void Speech

Challenge 7 (2,900 XP) **Proficiency Bonus** +3

Incorporeal Movement. The umbral vampire can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Sunlight Sensitivity. While in sunlight, the umbral vampire has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Undead Nature. The umbral vampire doesn't require air.

Actions

Multiattack. The umbral vampire can use its Umbral Grasp. It then makes two Shadow Touch attacks.

Shadow Touch. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 17 (3d8 + 4) necrotic damage, and the target's Strength score is reduced by 1d4. The target dies if this reduces its Strength to 0. Otherwise, the reduction lasts until the target finishes a short or long rest. A non-evil Humanoid slain by this attack rises 24 hours later as a shadow under the vampire's control, unless the Humanoid is restored to life. The vampire can have no more than five shadows under its control at one time.

Umbral Grasp. The umbral vampire sends a giant hand of shadow to grab one creature it can see that is in dim light or darkness within 30 feet of it. The target must succeed on a DC 15 Dexterity saving throw or be restrained by wisps of magical shadow for 1 minute. While restrained, the target takes 9 (2d8) necrotic damage at the start of each of its turns. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. The umbral vampire can have no more than two creatures restrained by its Umbral Grasp at a time.

Bonus Actions

Shadow Stealth. While in dim light or darkness, the umbral vampire takes the Hide action.

Vapor Lynx

The great cat pads along noiselessly, while tendrils of smoke drift off its sleek, gray coat, leaving misty whorls in its wake. Its lips curl up into a fang-revealing smile as its body fades into fog.

Split the Herd. Vapor lynxes are capricious hunters. Devious, manipulative, and mischievous, they toy with their prey before killing it. They rarely enjoy a stand-up fight, instead coalescing in and out of the fog to harass victims and cut large groups into smaller, more manageable morsels.

Dreary Marshlands. Their tactics have earned vapor lynxes a nasty reputation and the occasional bounty on their heads. Additionally, their magical nature makes them valuable to practitioners of the magical arts, and their beautiful, thick coats tempt many a furrier into hunts they may not be prepared to handle. For these reasons, vapor lynxes avoid civilization, fearing organized reprisal. Instead, they haunt marshes and swamps, where natural fog makes hunting easier. If an intelligent humanoid passes their way, they are happy for a change in diet.

Chatty with Dinner. Although reclusive, vapor lynxes are intelligent, speaking both Common and Sylvan. They are particularly prideful and take joy in bantering with potential meals to belittle and frighten them. Survivors of vapor lynx encounters invariably mention their needling and self-aggrandizement.

Vapor Lynx

Large Monstrosity, Chaotic Neutral

Armor Class 14

Hit Points 127 (15d10 + 45)

Speed 50 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	18 (+4)	16 (+3)	10 (+0)	13 (+1)	14 (+2)

Skills Perception +4, Stealth +7

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 14

Languages Common, Sylvan

Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Fog Flow. While in fog or mist, the vapor lynx can move through a space as narrow at 1 inch wide without squeezing, provided the fog or mist is flowing through the space.

Hazesight. The vapor lynx can see through areas obscured by fog, mist, and steam without penalty.

Swamp Walk. Difficult terrain composed of mud, shallow water, and water plants doesn't cost the vapor lynx extra movement.

Actions

Multiattack. The vapor lynx makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Poison Breath (Recharge 5–6). The vapor lynx exhales poisonous fog in a 20-foot radius centered on itself. The fog spreads around corners, and its area is heavily obscured. Each creature in the area must make a DC 14 Constitution saving throw. On a failure, a creature takes 28 (8d6) poison damage and is poisoned until the end of its next turn. On a success, a creature takes half the damage and isn't poisoned. The fog lasts for 1 minute. A creature that starts its turn in the fog or enters the fog for the first time on a turn must succeed on a DC 14 Constitution saving throw or be poisoned until the end of its next turn.

Bonus Actions

Fog Step. The vapor lynx teleports, along with any equipment it is wearing or carrying, up to 30 feet to an unoccupied space it can see. The origin and destination spaces must contain fog.

Vengeful Spirit

The ghostly humanoid floats through the air, its head hovering several inches above its severed neck.

A vengeful spirit is created when a strong-willed humanoid with magical talent is killed by relatively mundane means wielded by angry or fearful people. The victim's angry spirit returns, looking for retribution against those involved in its death—whether that death was wrongful murder or justified execution. These spirits inflict punishment on the living with the rage that animates them, and they mete out their revenge in poetic fashion.

Varied Vengeance. A vengeful spirit is defined by its means of death. Regardless of the cause of death, each vengeful spirit seeks to have its killer or killers die in like fashion.

Beheaded Vengeful Spirit

Medium Undead, Any Alignment

Armor Class 15 (Angry Defiance)

Hit Points 54 (12d8)

Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
7 (−2)	13 (+1)	11 (+0)	10 (+0)	10 (+0)	19 (+4)

Saving Throws Wis +2, Cha +6

Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities cold, necrotic, poison

Condition Immunities charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 10

Languages the languages it knew in life

Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Angry Defiance. The vengeful spirit adds its Charisma modifier to its AC (included above).

Incorporeal Movement. The vengeful spirit can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Undead Nature. The vengeful spirit doesn't require air, food, drink, or sleep.

Actions

Essence of Rage. *Melee or Ranged Spell Attack:* +6 to hit, reach 5 ft. or range 30 ft., one creature. *Hit:* 22 (4d8 + 4) psychic damage, and the target must succeed on a DC 14 Charisma saving throw or be enraged until the end of its next turn. While enraged, the target has advantage on melee attack rolls and must move to and attack the nearest creature other than the spirit. In addition, attack rolls against the enraged target have advantage.

Decapitation (1/Day). The vengeful spirit makes a quick, cutting gesture at one creature it can see within 30 feet of it that has a head and that is below half its hp maximum. The target must make a DC 14 Constitution saving throw, taking 28 (8d6) slashing damage on a failed save, or half as much damage on a successful one. A target that fails the saving throw also has one of its heads cut off. The creature dies if it can't survive without the lost head.

Other Vengeful Spirits

The statistics presented here are for a beheaded vengeful spirit. Other types of vengeful spirits use these statistics, except as defined below.

Immolated. This spirit was burned at the stake, perished in a building set alight by angry villagers, or similarly killed by fire. An immolated vengeful spirit has immunity to fire damage, and its Decapitation action is renamed to Conflagration. Conflagration can target any creature, and it deals fire damage instead of slashing damage. In addition, a target that fails the saving throw is ignited, instead of losing its head, and takes 5 (1d10) fire damage at the start of each of its turns until another creature takes an action to douse the fire.

Strangled. This spirit was the victim of strangulation or an ill-performed hanging. Its Decapitation action is renamed to Asphyxiation. Asphyxiation can target only a creature that needs to breathe, and it deals bludgeoning damage instead of slashing damage. In addition, a target that fails the saving throw is suffocating, instead of losing its head, until the spirit dies or until lifted by the *remove curse* or *dispel magic* (DC 13) spell.

Vesiculosa

A glittering pool stands among lush and verdant fruiting plants.

Underground Oasis. A vesiculosa is a huge, burrowing pitcher plant that dwells in deserts and oases, spurring nearby growth and luring in prey with soporific scents and tainted water. A vesiculosa's body is buried in the ground, with only its roots in the open in ropy tangles. It leaves the mouth of its water-filled central pitcher open on the surface of the ground, looking like a small oasis. When creatures fall to its sleep-inducing water, the vesiculosa uses its roots to pull them into the soil, waiting for them to die before feasting on the nutrients left by the decaying flesh.

Rich Sapphire Heartvine. A vesiculosa's heartvine resembles a lump of sapphire and is highly prized by alchemists. It can be reached with an hour or two of hard digging once the plant has been killed.

Vesiculosa

Gargantuan Plant, Unaligned

Armor Class 15 (natural armor)

Hit Points 232 (16d20 + 64)

Speed 0 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	19 (+4)	2 (–4)	14 (+2)	2 (–4)

Skills Perception +6

Damage Resistances fire, bludgeoning, piercing

Condition Immunities charmed, blinded, deafened, frightened, prone

Senses tremorsense 60 ft., passive Perception 16

Languages —

Challenge 11 (7,200 XP) **Proficiency Bonus** +4

Oasis Appearance. While the vesiculosa remains motionless and partially submerged on the surface of sand or soil, it is indistinguishable from a small oasis or pond. The vesiculosa's pitcher produces enough water for plants to grow around it, provided the vesiculosa remains in the area for an extended period of time. A creature that eats a fruit from a plant growing in the vesiculosa's water is affected by the Sweet Water trait as if it drank the water.

Sweet Fragrance. When a creature that can smell the vesiculosa's sweet fragrance starts its turn within 30 feet of the vesiculosa, the creature must succeed on a DC 16 Wisdom saving throw or be charmed for 1 minute. While charmed, the creature must move on its turn toward the vesiculosa by the safest available route to get within 5 feet of the plant and drink its water. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the vesiculosa's Sweet Fragrance for the next 24 hours.

Sweet Water. A creature that drinks water from the vesiculosa's pitcher regains 5 (2d4) hp, reduces its exhaustion level by 1, and must succeed on a DC 16 Constitution saving throw or fall unconscious for 10 minutes. An unconscious creature wakes up if it takes damage or if another creature takes an action to shake it awake. Drinking the water provides a creature enough nourishment to sustain it for one day.

Actions

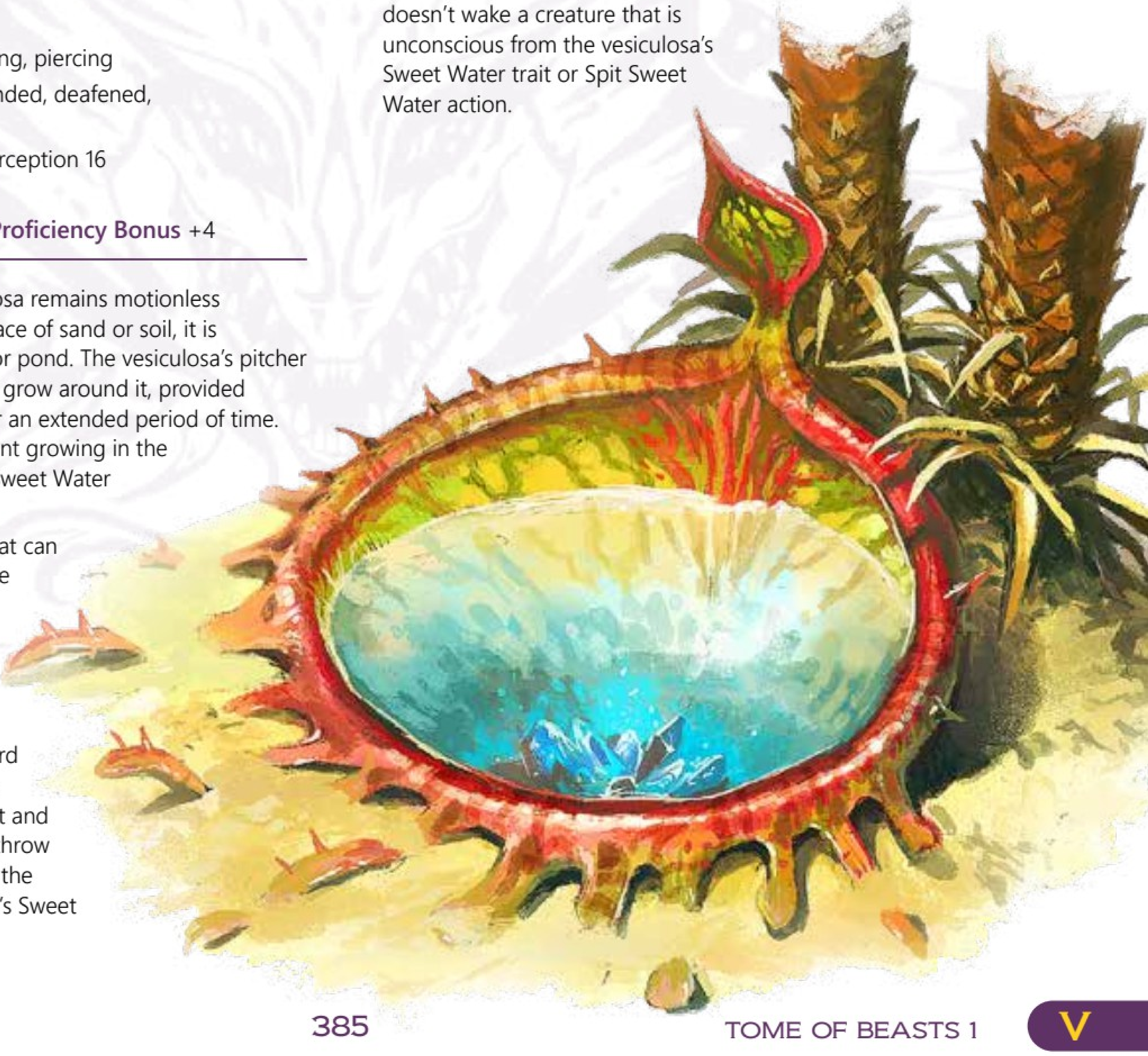
Multiattack. The vesiculosa makes four Root or Spit Sweet Water attacks.

Root. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one creature. *Hit:* 18 (3d8 + 5) bludgeoning damage, and the target is grappled (escape DC 16). Until the grapple ends, the target is restrained. The vesiculosa has four roots, each of which can grapple only one target.

Spit Sweet Water. *Ranged Weapon Attack:* +6 to hit, range 20/60 ft., one creature. *Hit:* 18 (3d10 + 2) bludgeoning damage, and the target must succeed on a DC 16 Constitution saving throw or fall unconscious for 1 minute. The target wakes up if it takes damage or if another creature takes an action to shake it awake.

Bonus Actions

Bury. One creature grappled by the vesiculosa is knocked prone, dragged into the ground, and buried just below the surface, ending the grapple. The buried creature is restrained and unable to breathe or stand up. A creature, including the buried creature, can take its action to free the buried creature by succeeding on a DC 16 Strength check. This bonus action doesn't wake a creature that is unconscious from the vesiculosa's Sweet Water trait or Spit Sweet Water action.



Vila

A woman with hair the color of spring grass, skin like polished wood, and eyes as gray as a storm rides through the forest on the back of a large deer.

Dryad Cousins. The vila are kin to the dryads, and like their cousins, they serve as protectors of the deepest forests.

Demand Oaths. Where dryads beguile to accomplish their goals, the vila coerce and threaten. They demand oaths from interlopers and enforce the oaths fiercely. Vila delight in testing the virtue of travelers and in tormenting the uncharitable and cruel with misfortune.

Hunt with a Pack. Vila rarely travel or fight alone; they are often seen in the company of alseid (see page 15), wolves, wampus cats (see page 392), or deer. In combat, they sometimes ride fleet-footed deer, the better to harry opponents or escape if events turn against them.

Vila

Medium Fey, Lawful Neutral

Armor Class 15

Hit Points 77 (14d8 + 14)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	20 (+5)	13 (+1)	11 (+0)	14 (+2)	16 (+3)

Saving Throws Con +4, Wis +5, Cha +6

Skills Animal Handling +8, Insight +5, Intimidation +6, Perception +8, Stealth +8

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Senses darkvision 60 ft., passive Perception 18

Languages Common, Sylvan

Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Forest's Defender. Difficult terrain composed of nonmagical plants doesn't cost the vila extra movement, and it can pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard. In addition, while in forested terrain, the vila has advantage on initiative rolls.

Poisoned Weapons. The vila's weapons are coated with a magical poison harvest from the forest. When the vila hits with any weapon, the weapon deals an extra 2d6 poison damage (included in the attack).

Speak with Beasts. The vila can communicate with Beasts as if they shared a language.

Actions

Multiattack. The vila can use its Song of the Forest. It then makes two Shortsword or Shortbow attacks.

Shortsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage plus 7 (2d6) poison damage.

Shortbow. *Ranged Weapon Attack:* +8 to hit, range 80/320 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage plus 7 (2d6) poison damage.

Song of the Forest. The vila sings one of the following songs at up to three creatures it can see within 30 feet of it. Each target that can hear the song must succeed on a DC 14 Wisdom saving throw or suffer the song's effect.

- **Ancient Lullaby.** Each creature that fails the saving throw falls unconscious for 1 minute. The unconscious creature wakes up if it takes damage or if another creature takes an action to shake it awake.
- **Fascinating Melody.** Each creature that fails the saving throw is stunned until the end of its next turn.
- **Luckless Tune.** Each creature that fails the saving throw has disadvantage on attack rolls and ability checks until the end of its next turn.

Denizens of the Wilds (1/Day). The vila magically calls 1d4 wolves or 1 wampus cat (see page 392). The called creatures arrive in 1d4 rounds, acting as allies of the vila and obeying its spoken commands. The creatures remain for 1 hour, until the vila dies, or until the vila dismisses them as a bonus action.

Vile Barber

A pale, scrawny fellow clad in a black leather apron and slender ebon gloves grins from the shadows. A maw of needle-sharp teeth and a wicked straight razor at his side are clear warnings that his enemies should hasten their footsteps.

Vile barbers are sadistic fey who move through the shadows to execute their bloody, malevolent wills. Known as barbers for both the use of wicked blades and their proclivity for slashing the necks of their victims, these insidious fey are found lurking in dark and harrowed places like back-alley streets or abandoned, deep-shaded cemeteries.

Fey Punishers. Called the *siabhra* (pronounced she-uvh-ra) among the fey courts, vile barbers are fickle creatures. They are sent to punish those who have offended the fey lords and ladies (see page 172), and their cruelty and cunning help them write messages in blood and skin. They scar those who have spoken ill of the fey, and they slowly bleed out those who have harmed or murdered the fey. Some of these deaths are made quite public to reinforce the power of the barber's lord.

Slippery Fighters. Vile barbers can slip through shadows, catching foes off guard or escaping a foe that has the upper hand. They delight in close combat and in inflicting wounds that terrify onlookers.

Assassins and Envoys. Vile barbers frequently consort with hags and prowl the places these wicked crones cannot go as emissaries and assassins. Information on the vile barbers is scant; most adventurers who meet them don't live to share the findings or to see the vile barber lick its bloody blade clean.

Vile Barber

Small Fey, Chaotic Evil

Armor Class 14

Hit Points 35 (10d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	10 (+0)	10 (+0)	8 (−1)	10 (+0)

Skills Acrobatics +3, Stealth +6

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks not made with cold iron weapons

Condition Immunities frightened

Senses darkvision 60 ft., passive Perception 9

Languages Common, Goblin, Sylvan, Umbral

Challenge 2 (450 XP) **Proficiency Bonus** +2

Blood Frenzy. The vile barber has advantage on melee attack rolls against any creature that doesn't have all its hp.

Actions

Multiattack. The vile barber makes two Straight Razor attacks. If both attacks hit one creature, the target must succeed on a DC 14 Dexterity saving throw or lose 3 (1d6) hp at the start of each of its turns due to a bleeding wound. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Any creature can take an action to stanch the wound with a successful DC 12 Wisdom (Medicine) check. The wound also closes if the target receives magical healing.

Straight Razor. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage. Instead of dealing damage, the vile barber can steal one item the target is wearing or carrying, provided the item weighs no more than 10 pounds, isn't a weapon, and isn't wrapped around or firmly attached to the target, such as a shirt or armor.

Frightening Cut (Recharge 5–6). The vile barber makes one Straight Razor attack against a creature it can see within 5 feet of it. If the attack hits and deals damage, the target takes an extra 7 (2d6) necrotic damage, and each creature that can see the attack within 15 feet of the target must succeed on a DC 14 Wisdom saving throw or be frightened for 1 minute. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Bonus Actions

Hidden Step. The vile barber magically teleports, along with any equipment it is wearing or carrying, up to 30 feet to an unoccupied space it can see and takes the Hide action.

Vine Lord

Covered with dark green bark and twining tendrils, this long-limbed humanoid exudes a palpable aura of horror.

Melding of Flesh and Vine. Vine lords are formed from the union of a vine-infested humanoid and the force-grown descendants of plantfolk. Their servants include most plant creatures, including the tendril puppets the vine lord creates.

Walking Forests. Vine lords seek to expand and empower forests and jungles in the service of their patron gods and demons or simply to expand their own power. In many cases, they compel trees to walk into grasslands or plowed fields on moonless nights, claiming that territory for the trees.

Plant Servants. Over time, a vine lord eventually commands a small army of plant creatures, fey, and even plant-based undead, such as vine troll skeletons (see page 330), to enact its will. When no other allies present themselves, vine lords turn to creating tendril puppets by planting vine roots into humanoids. The vines eventually kill and animate the humanoids, which become mindless servants and expendable scouts. The puppets are connected to each other and the vine lord through a magical "root mind" that relays information almost instantaneously.

Vine Lord

Medium Plant, Lawful Neutral

Armor Class 16 (natural armor)

Hit Points 105 (14d8 + 42)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	20 (+5)	16 (+3)	14 (+2)	16 (+3)	18 (+4)

Saving Throws Con +7, Wis +7, Cha +8

Damage Vulnerabilities fire

Condition Immunities blinded, deafened

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 13

Languages Common, Sylvan

Challenge 9 (5,000 XP) **Proficiency Bonus** +4

Green Regeneration. While in a forest, the vine lord regains 10 hp at the start of its turn if it hast at least 1 hp.

Magic Resistance. The vine lord has advantage on saving throws against spells and other magical effects.

Root Mind. The vine lord and the tendril puppets it has created are connected via a hive mind. The vine lord and its puppets can telepathically communicate with each other, provided the communicating creatures are within 1 mile of each other. In addition, while in a forest, the vine lord can't be surprised.

Vine Seed. A creature infected with a vine lord's vine seed suffers near-constant pain as the seed takes root and spreads tendrils throughout its body. For the first 24 hours after infection, the creature has disadvantage on attack rolls and ability checks, as the pain from the spreading roots distracts it. Then, the seed becomes a disease, devouring the creature from the inside as it grows vines throughout the creature's body. Until the disease is cured, the infected creature can't regain hp, and its hp maximum decreases by 7 (2d6) for every 24 hours that elapse. This reduction lasts until the disease is cured. The creature dies if this disease reduces its hp maximum to 0.

Vine Lords in Midgard

Vine lords owe much of their parentage to the Kijani, the original inhabitants of Kush. They are agents of the Green Walker, working to spread the Living Jungle beyond its current borders. Vine lords marshal jungle denizens to fight for them as tendril puppets, and they often entice druid circles with promises of great power.

This potent disease can be cured only by the *greater restoration* spell or similar magic. Alternatively, a creature can take 10 minutes and remove the growing seed from the infected creature within the first 24 hours of infection by succeeding on a DC 16 Wisdom (Medicine) check. A Humanoid slain by this disease rises 24 hours later as a tendril puppet under the vine lord's control.

Woodland Walk. Difficult terrain composed of plants doesn't cost the vine lord extra movement. In addition, it can pass through plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard.

ACTIONS

Multiattack. The vine lord makes one Tendril attack and two Thorned Slam attacks.

Tendril. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 7 (1d4 + 5) slashing damage plus 7 (2d6) poison damage, and the target must succeed on a DC 16 Constitution saving throw or become infected with a vine seed (see the Vine Seed trait).

Thorned Slam. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage plus 10 (4d4) piercing damage.

Forest Protectors (1/Day). The vine lord magically calls 1d4 awakened trees or tendril puppets, or it calls 1 Plant with a challenge rating of 4 or lower. The called creatures arrive in 1d4 rounds, acting as allies of the vine lord and obeying its spoken commands. The Plants remain for 1 hour, until the vine lord dies, or until the vine lord dismisses them as a bonus action.

TENDRIL PUPPET

Medium Plant, Lawful Neutral

Armor Class 13 (natural armor)

Hit Points 51 (6d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	18 (+4)	6 (−2)	6 (–2)	8 (–1)

Damage Vulnerabilities fire

Condition Immunities blinded, deafened

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8

Languages understands the languages of its vine lord but can't speak

Challenge 2 (450 XP) **Proficiency Bonus** +2

Green Regeneration. While in a forest, the tendril puppet regains 5 hp at the start of its turn if it has at least 1 hp.

Root Mind. The vine lord and the tendril puppets it has created are connected via a hive mind. The vine lord and its puppets can telepathically communicate with each other, provided the communicating creatures are within 1 mile of each other. In addition, while in a forest, the tendril puppet can't be surprised.

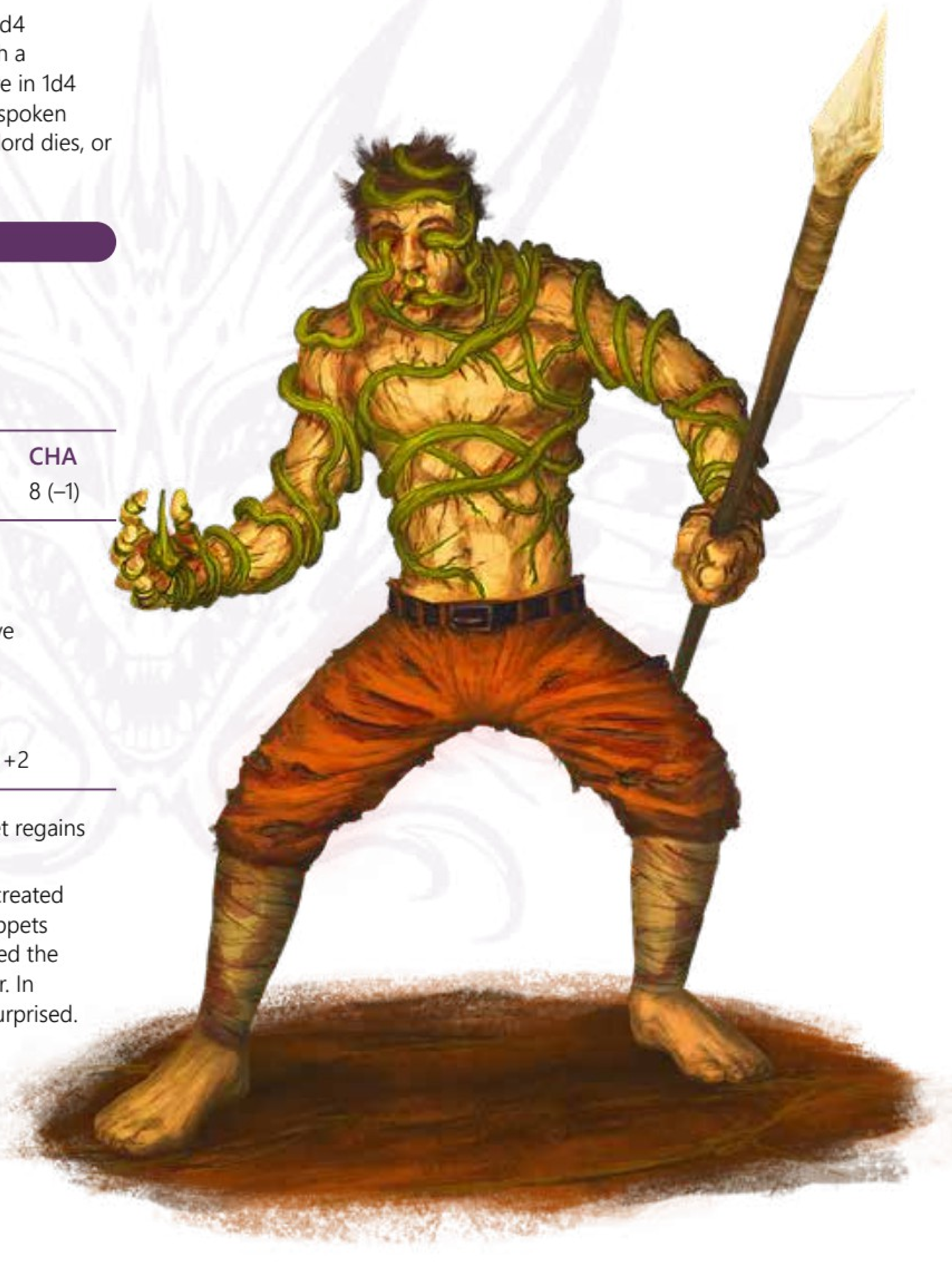
Magic Resistance. The tendril puppet has advantage on saving throws against spells and other magical effects.

Woodland Walk. Difficult terrain composed of nonmagical plants doesn't cost the tendril puppet extra movement, and it can pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard.

ACTIONS

Thorned Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) bludgeoning damage plus 5 (2d4) piercing damage.

Ball of Thorns. *Ranged Weapon Attack:* +4 to hit, range 20/60 ft., one target. *Hit:* 12 (4d4 + 2) piercing damage, and the ball bursts, scattering sharp thorns around the target. Each creature within 5 feet of the target must succeed on a DC 13 Dexterity saving throw or take 5 (2d4) piercing damage.



Voidling

Writhing black tendrils stretch from this indistinct orb of pure shadow. The faintest flicker of something green, like an eye, appears for a moment in the center of the globe and then fades to black again.

Called from Darkness. Voidlings are creatures of the darkest part of the Void, the cold space between the stars. They are drawn to mortal realms by practitioners of foul, corrupting magic known to break the minds of those who wield it. They frequently are summoned servants to Void dragons (see page 128), and they have been seen as wardens of the temples on the Plateau of Leng.

Sustained by Darkness. Voidlings are said to devour life and knowledge, and they subsist on darkness. The places they inhabit are known for their dank chill and obscurity. Voidlings are summoned by those hungry for power at any cost, and—despite their dark reputation—they serve well for years or even decades, until one day they turn on their summoners. If they slay their summoner, they grow in strength and return to the Void. Exactly what voidlings seek when they have not been summoned—and what triggers their betrayals—is a mystery.

Cold Tendrils. Creatures of utter darkness, they can barely be said to have a shape. They consist largely of lashing tendrils of solid shadow. The tendrils meet at a central point and form a rough sphere in which something like an eye appears intermittently. Though their tentacles stretch ten feet long, the core of a voiding is no more than four feet across, and it weighs nothing, darting through either air or Void with impressive speed.

Voidling

Large Aberration, Chaotic Evil

Armor Class 15

Hit Points 180 (24d10 + 48)

Speed 0 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
15 (+2)	21 (+5)	15 (+2)	14 (+2)	16 (+3)	10 (+0)

Saving Throws Con +6, Int +6, Wis +7, Cha +4

Skills Stealth +9

Damage Vulnerabilities radiant

Damage Immunities necrotic

Condition Immunities exhaustion, petrified, prone

Senses truesight 60 ft., passive Perception 13

Languages Void Speech, telepathy 60 ft.

Challenge 11 (7,200 XP) **Proficiency Bonus** +4

Darkness Regeneration. While in an area of dim light or darkness, the voidling regains 5 hp at the start of its turn if it has at least 1 hp.

Magic Resistance. The voidling has advantage on saving throws against spells and other magical effects.

Void Traveler. The voidling doesn't require air, food, drink, sleep, or ambient pressure.

Actions

Multiattack. The voidling makes four Shadow Tendril or Necrotic Bolt attacks. If two Necrotic Bolt attacks hit one creature, the target must succeed on a DC 17 Wisdom saving throw or be frightened until the end of its next turn.

Shadow Tendril. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 8 (1d6 + 5) bludgeoning damage plus 10 (3d6) necrotic damage.

Necrotic Bolt. *Ranged Spell Attack:* +7 to hit, range 120 ft., one target. *Hit:* 17 (4d6 + 3) necrotic damage.

Shadow's Grasp (Recharge 5–6). The voidling releases a wave of small, grasping tendrils of shadow. Each creature within 20 feet of it must make a DC 17 Dexterity saving throw. On a failure, a creature takes 49 (14d6) necrotic damage and is restrained by tendrils of shadow for 1 minute. On a success, a creature takes half the damage and isn't restrained. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Volguloth

What at first appears to be a humanoid wearing voluminous robes is a thin, fiendish figure whose skin drapes about its form like a wet shroud.

These minor fiends are often found in the service of more powerful fiends or, occasionally, powerful mortals. Volguloths are quiet, efficient killers and often act as assassins. They are sadistic and cruel, reveling in the deaths they cause, and are loathe to turn their stealthy skills to less violent tasks, such as theft or reconnaissance.

Skin Shroud. A volguloth's skin behaves more like a sinuous sheet of muscle, contracting and expanding as the volguloth requires. Typically, it drapes the fiend's form like a robe. However, the volguloth can tighten it to a rumpled but close-fitting hide or extend it into long sheets. This allows it to glide short distances or enwrap and smother victims, engulfing them in the folds of its skin and squeezing them until they run out of air.

Volguloth

Medium Fiend, Neutral Evil

Armor Class 14 (natural armor)

Hit Points 78 (12d8 + 24)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	14 (+2)	12 (+1)	13 (+1)	11 (+0)

Skills Perception +3, Stealth +6

Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities acid, poison

Condition Immunities poisoned

Senses blindsight 30 ft., darkvision 60 ft., passive Perception 13

Languages Abyssal, Infernal, telepathy 60 ft.

Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Glide. The volguloth has draping skin that it can expand while falling to slow its rate of descent to 60 feet per round, landing on its feet and taking no falling damage. It can move up to 5 feet horizontally for every 1 foot it falls. The volguloth can't gain height with its expanded skin alone. If subjected to a strong wind or lift of any kind, it can use the updraft to glide farther.

Magic Resistance. The volguloth has advantage on saving throws against spells and other magical effects.

Poisoned Weapons. The volguloth's weapons are coated with a magical poison. When the volguloth hits with any weapon, the weapon deals an extra 2d6 poison damage (included in the attack).

Actions

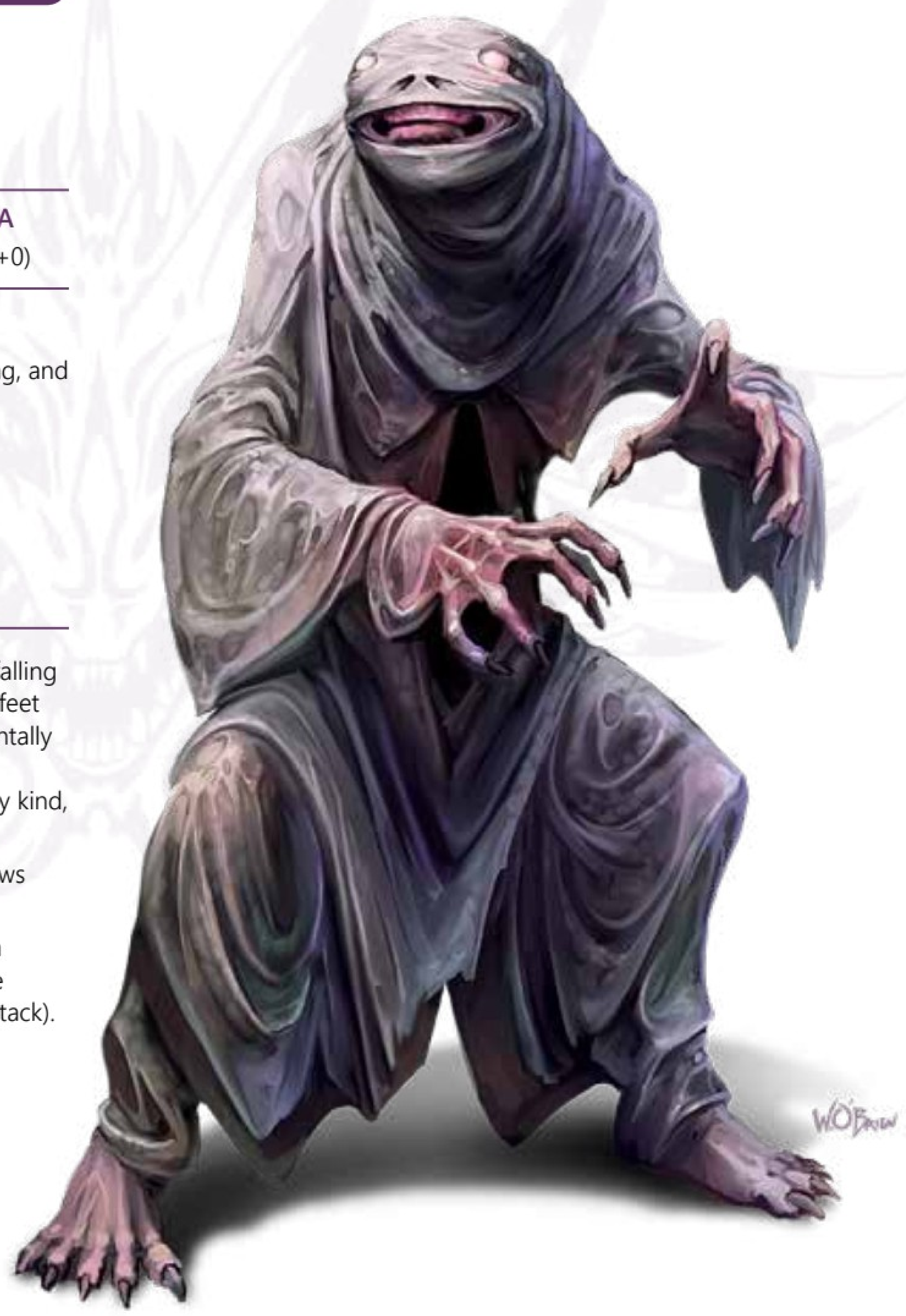
Multiattack. The volguloth makes two Claw attacks. If both Claw attacks hit a Medium or smaller target, the target is grappled (escape DC 13), and the volguloth uses its Enshroud on the target.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) slashing damage plus 7 (2d6) poison damage.

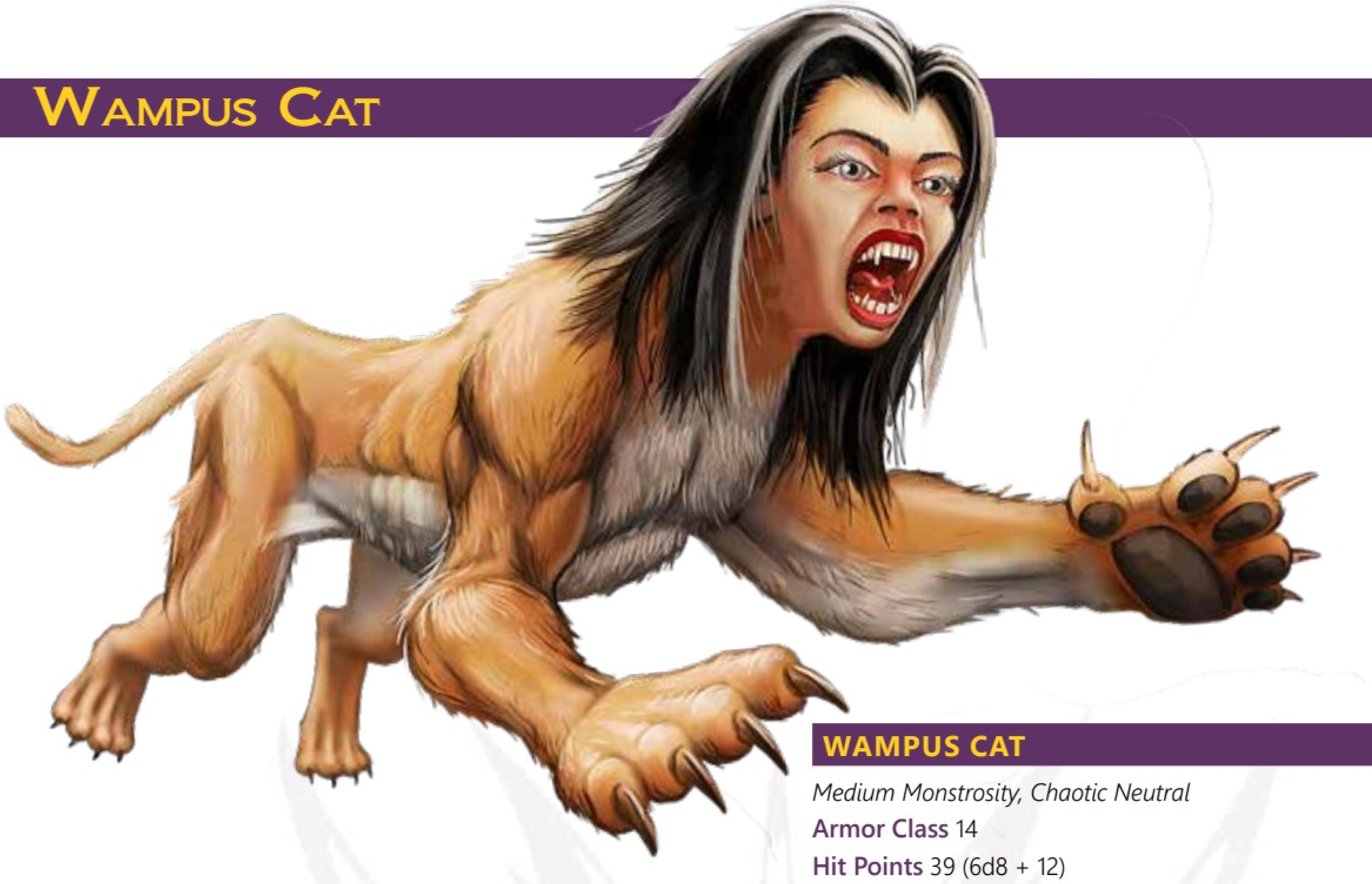
Enshroud. The volguloth enshrouds a Medium or smaller target grappled by it. The enshrouded target is blinded, restrained, and unable to breathe or speak until the grapple ends. If the volguloth moves, the enshrouded target moves with it. The volguloth can have only one creature enshrouded at a time, and it can't use its Glide trait while enshrouding a creature.

Bonus Actions

Strangle. A creature enshrouded by the volguloth must succeed on a DC 13 Strength saving throw or take 10 (3d6) bludgeoning damage and begin suffocating, as the air is squeezed from its lungs.



Wampus Cat



A raven-haired young woman rises to the surface of the water as she swims, singing softly to herself. Her lower body is revealed to be that of a mountain lion, and her sweet song suddenly turns to a yowl of rage.

Wampus cats are all born from an ancient shaman's curse. Trollkin, orc, goblin, and human shamans alike all claim to be able to transform those who practice forbidden magic into wampus cats.

Forest Streams. The wampus cat stalks the shores of woodland waterways, using her magic to disguise her true form and lure unsuspecting victims to the water's edge. She is particularly fond of attacking bathers or those pulling water from a stream.

Hatred of the Holy. While she prefers to feast on intelligent male humanoids, she holds special animosity toward holy men of any kind. Unless near starvation or if provoked, however, she will not kill women. Indeed, a wampus cat may strike up a temporary friendship with any woman who is having difficulties with men, though these friendships typically last only as long as their mutual enemies live. Some witches are said to gain their trust and keep them as companions.

Swamp Team Ups. Will-o'-wisps and miremals (see page 272) enjoy working in tandem with wampus cats; the wisps alter their light to mimic the flicker of a torch or candle and illuminate the disguised cat, the better to lure in victims, then assist the cat in the ensuing battle. Miremals use a tall story to lure travelers into a swamp when the hour grows late, then abandon them.

Wampus Cat

Medium Monstrosity, Chaotic Neutral

Armor Class 14

Hit Points 39 (6d8 + 12)

Speed 40 ft., climb 20 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	15 (+2)	12 (+1)	14 (+2)	16 (+3)

Skills Deception +5, Persuasion +5

Senses darkvision 60 ft., passive Perception 12

Languages Common

Challenge 1 (200 XP) **Proficiency Bonus** +2

Divine Animosity. The wampus cat has advantage on attack rolls against creatures wielding divine or celestial power, such as clerics, paladins, or aasimars.

Actions

Claw (True Form Only). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Sweet Song (Recharge 5–6). The wampus cat sings a sweet melody. Each creature within 60 feet of her that can hear the song must succeed on a DC 13 Charisma saving throw or be charmed for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the wampus cat's Sweet Song for the next 24 hours.

Terrifying Yowl (Recharge 5–6). The wampus cat emits an ear-piercing yowl. Each creature within 15 feet of the wampus cat that can hear the yowl must make a DC 13 Wisdom saving throw. On a failure, a creature takes 10 (3d6) thunder damage and is frightened until the end of its next turn. On a success, a creature takes half the damage and isn't frightened.

Bonus Actions

Change Shape. The wampus cat magically polymorphs into a Medium female Humanoid, or back into her true form. Her statistics are the same in each form. Any equipment she is wearing or carrying transforms with her. She reverts to her true form if she dies.

War Ostrich

The large, flightless bird dove in and out of battle, screeching defiantly as its rider drove a spear into its foes.

In the wild, war ostriches are dangerous and skittish, prone to lashing out with punishing kicks while sprinting around the battlefield. Humanoids in grasslands use them to create chaos by driving a flock of fast-moving war ostriches into a caravan or enemy troop formations.

Faster than Horses. War ostriches have been domesticated for centuries. They are a fearsome sight on the field of combat when bearing warriors into battle. War ostriches are heavily employed in regions where horses are rare or impractical or where their leaping ability enables cavalry to charge over broken ground. Stubborn and willful, these creatures are difficult to train. Once trained though, they are loyal and fierce mounts, fighting to the death in battle alongside their riders.

War Ostrich

Large Beast, Unaligned

Armor Class 11

Hit Points 42 (5d10 + 15)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	16 (+3)	2 (−4)	10 (+0)	5 (−3)

Senses passive Perception 10

Languages —

Challenge 1/2 (100 XP) **Proficiency Bonus** +2

Leaping Pounce. If the war ostrich jumps at least 15 feet straight toward a creature and then hits it with a Claw attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the ostrich can make one Beak attack against it as a bonus action.

Standing Leap. The war ostrich's long jump is up to 30 feet and its high jump is up to 15 feet, with or without a running start.

Actions

Beak. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) bludgeoning damage.

Intimidating Screech. The war ostrich screeches at a creature it can see within 30 feet of it. The target must succeed on a DC 13 Wisdom saving throw or have disadvantage on attack rolls until the end of its next turn, as the screech rattles it.

Bonus Actions

Skittish. The war ostrich takes the Dash or Disengage action.

War Ostriches in Midgard

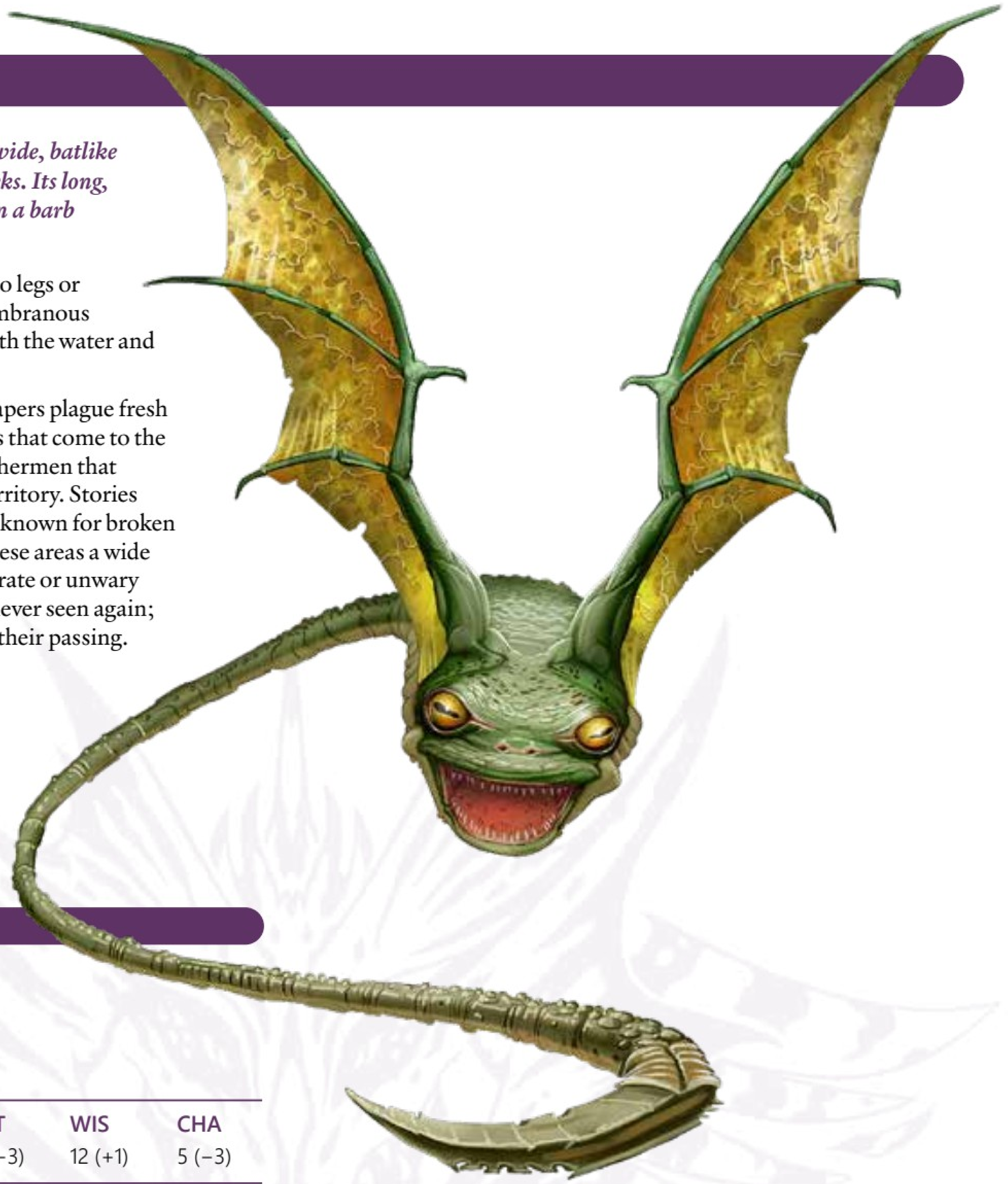
War ostriches are commonly found throughout the Southlands both as wild and domestic animals. The people of Nuria Natal, in particular, use war ostriches as beasts of burden and mounts along the River Nuria, switching to camels for long treks across the Crescent or Sarklan Deserts. Further south, gnolls and nkosi both hunt and domesticate war ostriches, and many warriors decorate their armor, clothing, or hair with the feathers of favored mounts who helped the warrior achieve greatness in battle.

Water Leaper

The frogheaded, legless creature with wide, batlike wings opens its gaping maw and shrieks. Its long, sinuous tail whips around it, tipped in a barb dripping with poison.

Gliding Wings. The creature has no legs or arms, but it sports a pair of wide, membranous wings. It uses its wings to glide beneath the water and to soar through the air.

Scourge of Waterways. Water leapers plague fresh lakes and rivers. They prey on animals that come to the water's edge to drink, as well as on fishermen that ply their trade in the water leaper's territory. Stories circulate among fishers of waterways known for broken lines and missing bait. Fishers give these areas a wide berth for fear of water leapers. Desperate or unwary fishers who ignore the warnings are never seen again; drifting, empty boats are the signs of their passing.



WATER LEAPER

Large Monstrosity, Unaligned

Armor Class 14 (natural armor)

Hit Points 97 (13d10 + 26)

Speed 5 ft., fly 50 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	15 (+2)	4 (−3)	12 (+1)	5 (−3)

Skills Stealth +4

Senses darkvision 60 ft., passive Perception 11

Languages —

Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Amphibious. The water leaper can breathe air and water.

Underwater Camouflage. The water leaper has advantage on Dexterity (Stealth) checks made while underwater.

ACTIONS

Multiattack. The water leaper makes one Bite attack and one Stinger attack.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage, and the target is grappled (escape DC 13). Until this grapple ends, the target is restrained, and the water leaper can't Bite another target.

Stinger. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage, and the target must succeed on a DC 13 Constitution saving throw or be poisoned for 1 minute. While poisoned in this way, the creature takes 5 (2d4) poison damage at the start of each of its turns. A poisoned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Swallow. The water leaper makes a Bite attack against a Medium or smaller creature it is grappling. If the attack hits, the target is also swallowed, and the grapple ends. While swallowed, the target is blinded and restrained, it has total cover against attacks and other effects outside the water leaper, and it takes 7 (2d6) acid damage at the start of each of the water leaper's turns. The water leaper can have only one creature swallowed at a time.

If the water leaper takes 15 damage or more on a single turn from the swallowed creature, the leaper must succeed on a DC 12 Constitution saving throw at the end of that turn or regurgitate the creature, which falls prone in a space within 5 feet of the leaper. If the leaper dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 10 feet of movement, exiting prone.

Wharfling

The hairless canine scurries along the pier, dripping with water and carrying a fish in its jaws. Its finned claws click on the planks as a fishmonger yells from behind it.

Waterborne Packs. Wharflings are hairless, aquatic canines with large, webbed feet and oversized mouths. Adept fish catchers, wharflings establish dens near the shores of oceans, lakes, and rivers, and they often move in family groups of three or more.

Thieving Gits. Those who have been bitten by a wharfling rightly fear their needle-like teeth, but most coastal communities hate the animal more for its propensity for theft. Their lairs are filled with stolen metal trinkets.

Beach Swarms. Periodically, wharflings congregate in huge numbers and tear along the shoreline for miles before returning to their dens. Why they gather this way is unknown, but most locals know to avoid the shore on these nights.

Wharfling

Tiny Beast, Unaligned

Armor Class 12

Hit Points 10 (4d4)

Speed 30 ft., climb 10 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
4 (–3)	14 (+2)	10 (+0)	2 (–4)	12 (+1)	8 (–1)

Skills Perception +3, Sleight of Hand +4

Senses darkvision 60 ft., passive Perception 13

Languages —

Challenge 1/8 (25 XP) **Proficiency Bonus** +2

Amphibious. The wharfling can breathe air and water.

Actions

Pilfering Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage. Instead of dealing damage, the wharfling can steal one item the target is wearing or carrying, provided the item weighs no more than 10 pounds, isn't a weapon, and isn't wrapped around or firmly attached to the target, such as a shirt or armor.

Swarm of Wharflings

Large Swarm of Tiny Beasts, Unaligned

Armor Class 13

Hit Points 66 (12d100)

Speed 30 ft., climb 10 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	10 (+0)	2 (–4)	12 (+1)	8 (–1)

Skills Perception +3, Sleight of Hand +5

Damage Resistances bludgeoning, piercing, slashing

Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

Senses darkvision 60 ft., passive Perception 13

Languages —

Challenge 3 (700 XP) **Proficiency Bonus** +2

Amphibious. The swarm of wharflings can breathe air and water.

Snapping Jaws. A creature that attempts to move out of or through the swarm of wharflings must succeed on a DC 13 Dexterity saving throw or take 7 (2d6) piercing damage.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny wharfling. The swarm can't regain hp or gain temporary hp.

Actions

Pilfering Bites. *Melee Weapon Attack:* +5 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 28 (8d6) piercing damage, or 14 (4d6) piercing damage if the swarm has half of its hp or fewer, and the target must succeed on a DC 13 Dexterity saving throw or lose one item it is wearing or carrying to the swarm, provided the item weighs no more than 10 pounds, isn't a weapon, and isn't wrapped around or firmly attached to the target, such as a shirt or armor.

White Ape

This hulking primate looms over others of its kind. Its filthy white fur is matted and yellowed, and a deranged look haunts its blood-red eyes.

Awakened by Sorcery. White apes were once docile, gentle giants that roamed forested hills and savannah lands. Two thousand years ago, a kingdom of mages awakened the apes and employed them as soldiers and servants, protecting and replacing the mages who were slowly dying of an unknown disease. When the mages died out, the apes remained.

Arcane Wasting. The enchantment that imbued the apes with intelligence also bleached their fur white and made them carriers of the arcane wasting disease that hastened their creators' demise. The apes are immune to the wasting's effects, but they can pass it to humanoids. Among spellcasters, the wasting spreads like a plague.

Driven Away. Their long relationship with the ancient mages built in the white apes a culture of communal knowledge and protection. This drives many white ape tribes to seek partnerships and companionship with nearby humanoid settlements. Unfortunately, their carrying of the arcane wasting disease leaves many humanoids terrified of them, viciously driving away the apes. They are acutely aware of the injustice that was done to them, and generations of exile have turned their desire for companionship to animosity, especially toward the spellcasters that are so susceptible to the disease they carry.

White Ape

Large Monstrosity, Neutral

Armor Class 14 (natural armor)

Hit Points 114 (12d10 + 48)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	18 (+4)	8 (–1)	14 (+2)	8 (–1)

Skills Athletics +7, Intimidation +5, Perception +5

Senses darkvision 60 ft., passive Perception 15

Languages Common

Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Arcane Wasting. Characterized by the slow mental deterioration it causes, *arcane wasting* is a disease that infects Humanoids and spreads through spellcasting. A creature infected with this disease manifests symptoms 1d4 days after infection, which include brain fog and difficulty recalling memories. Until the disease is cured, at the end of each long rest, the infected creature must succeed on a DC 15 Constitution saving throw or its Intelligence and Wisdom scores are each reduced by 1d2. This reduction lasts until the creature finishes a long rest after the disease is cured. If the disease reduces a creature's Intelligence or Wisdom to 0, the creature dies. If the infected creature casts a spell on a Humanoid before the disease is cured, and the Humanoid is hit by the spell or fails the saving throw, that Humanoid must succeed on a DC 15 Constitution saving throw or also become infected with the *arcane wasting* disease.

Magic Resistance. The white ape has advantage on saving throws against spells and other magical effects.

Spellcasting Animosity. If the white ape sees a creature cast a spell, the ape has advantage on attack rolls against that creature on the ape's next turn.

Actions

Multiattack. The white ape makes one Bite attack and two Fist attacks.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage, and the target must succeed on a DC 15 Constitution saving throw or contract the *arcane wasting* disease (see the Arcane Wasting trait).

Fist. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) bludgeoning damage.

Frenzy (Recharge 5–6). The white ape lashes out wildly at nearby creatures, flailing and biting. Each creature within 10 feet of the white ape must make a DC 15 Dexterity saving throw. On a failure, a creature takes 35 (10d6) bludgeoning damage and is pushed up to 10 feet away from the ape. On a success, a creature takes half the damage and isn't pushed. A creature that succeeds on this saving throw also has advantage on attack rolls against the white ape until the end of its next turn.

Witchlight

This tiny ball of bright light seems to emanate from a crystalline center.

Wizard Servants. Also called a "spooklight," a witchlight is a wizard's servant created from a tiny piece of quartz. It appears as a floating ball of flickering light similar to a will-o'-wisp. The hue of quartz used during the creature's creation determines the color of each witchlight's illumination. After the quartz is prepared, it is animated through an extended magical ritual cast under a full moon and a clear, starry sky. Consequently, they are extremely rare.

Flashing Light Code. A witchlight always shares the same alignment as its creator. Although it cannot speak, a witchlight understands the languages of its creator, and many spellcasters have taught their witchlights a coded cipher, allowing it to spell out words by flaring and dimming its light. When necessary, a witchlight can spell words in the air by flying so quickly that its trail of light forms letters.

Free Roaming. If the witchlight's master dies within one mile of the witchlight, it explodes in a brilliant but harmless flash of light. If it loses its master under any other circumstance, it becomes masterless. While masterless, it's free to do as it pleases. Evil masterless witchlights can be surprisingly cruel, not unlike will-o'-wisps. They seek to lure lost travelers into swamps or traps by using their glow to imitate the light of a safe haven. Conversely, good masterless witchlights guide travelers to places of safety or along safe paths, and they are prized by pilots and guides. Neutral witchlights exhibit a playful nature—sometimes mingling inside the cavities of weapons, gems, or other curiosities, causing them to be mistaken for magic items. More than one "wizard's staff" is just an impressive-looking stick with a witchlight perched on top.

Witchlight

Tiny Construct, Any Alignment

Armor Class 12

Hit Points 20 (8d4)

Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (–5)	14 (+2)	10 (+0)	10 (+0)	15 (+2)	7 (–2)

Skills Perception +4

Damage Immunities poison, psychic, radiant

Condition Immunities blinded, charmed, exhaustion, frightened, paralyzed, petrified, poisoned, prone

Senses darkvision 60 ft., passive Perception 14

Languages understands the languages of its creator but can't speak

Challenge 1/4 (50 XP) **Proficiency Bonus** +2

Antimagic Susceptibility. The witchlight is incapacitated while in the area of an *antimagic field*. If targeted by *dispel magic*, the witchlight must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

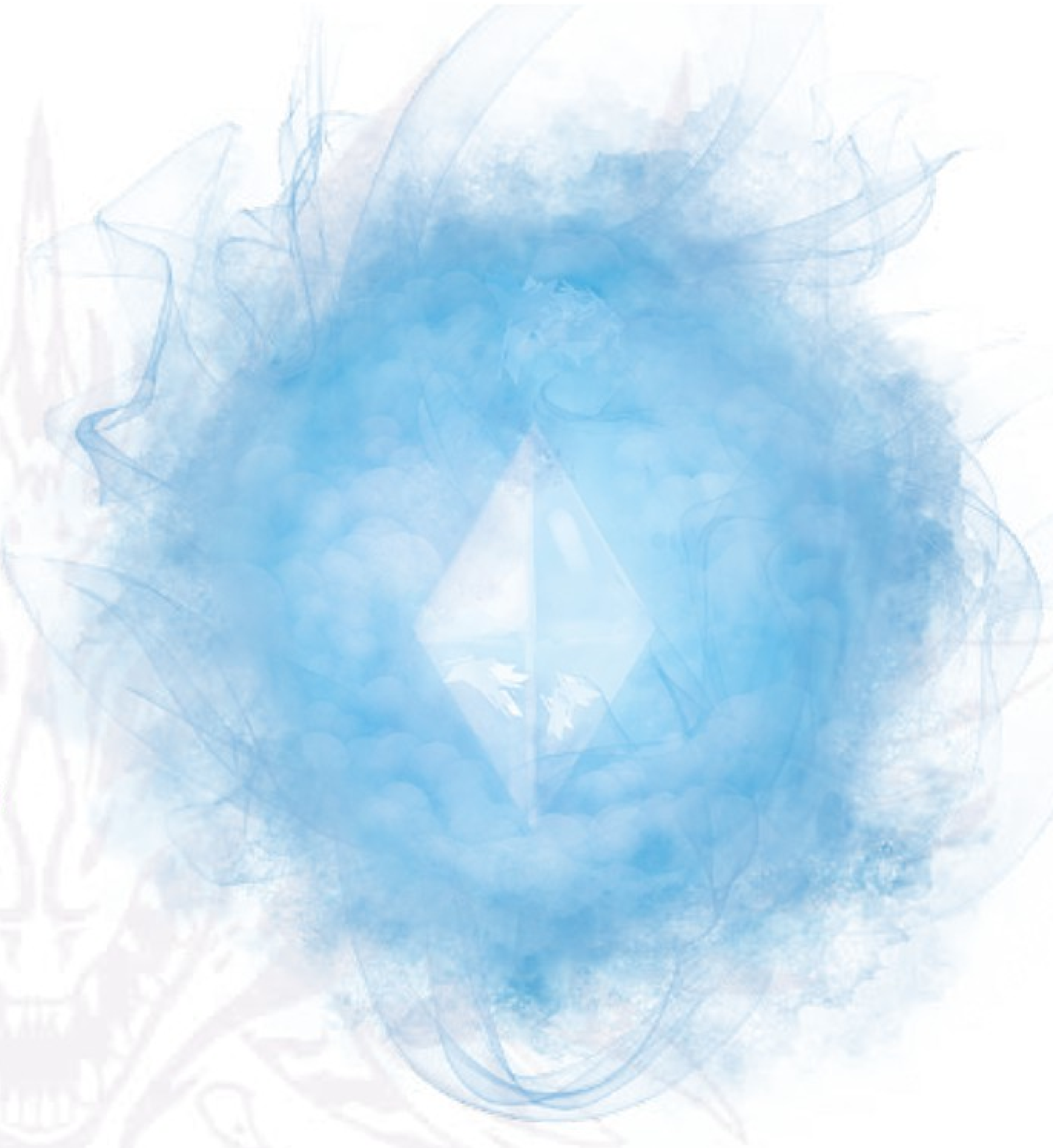
Construct Nature. The witchlight doesn't require air, food, drink, or sleep.

Variable Illumination. The witchlight sheds bright light in a 5- to 20-foot radius and dim light for an additional number of feet equal to the chosen radius. The witchlight can alter the radius as a bonus action.

Actions

Light Blast. *Melee or Ranged Spell Attack:* +4 to hit, range 30 ft., one target. *Hit:* 5 (1d6 + 2) radiant damage.

Flash (3/Day). The witchlight emits a bright burst of light. Each creature within 20 feet of the witchlight must succeed on a DC 12 Dexterity saving throw or be blinded for 1 minute. A creature can make a DC 12 Constitution saving throw at the end of each of its turns, ending the effect on itself on a success.



Witchlight Familiars

Some witchlights are willing to serve spellcasters as a familiar. Such witchlights have the following trait.

Familiar. The witchlight can serve another creature as a familiar, forming a magic, telepathic bond with that willing companion. While the two are bonded, the companion can sense what the witchlight senses as long as they are within 1 mile of each other. While the witchlight is within 10 feet of its companion, the companion can't be blinded. At any time and for any reason, the witchlight can end its service as a familiar, ending the telepathic bond.

Wormhearted Suffragan

Robes cover the rotting flesh and lifeless gray hair of this humanoid. Fine, arm-length worms wriggle through abscesses in its flesh and its empty eye-sockets, and it moves with a stooped, shuffling gait.

Wormhearted suffragans are devoted followers of Qorgeth (see page 80), Demon Lord of Worms, who they believe is the servant and forerunner of a dark goddess of worms and decay.

Dark Worm Hearts. Formerly, the suffragans were priests or holy officers of other faiths, but their hearts were corrupted by their fear and loathing. Once pledged to the service of the devouring worm, Qorgeth replaced their hearts with a bulbous, writhing conglomeration of worms, which permits them to carry on with an undead mockery of life.

Prey on the Wounded. Suffragans frequently follow armies, visiting battlefields shortly after the fighting is over. In the guise of gravediggers, nurses, or chirurgeons, they select their targets from among the dead and dying for as long as they can remain undetected, spreading their worms to create new servants for their demon lord.

Fear Light and Radiance. Wormhearted suffragans are especially susceptible to the flesh-searing power of light. For this reason, they avoid priests of the sun god or gods of light. At night, however, they are a walking contagion, infesting enemies with parasitic worms that devour victims from within.

Wormhearted Suffragan

Medium Undead, Chaotic Evil

Armor Class 13

Hit Points 120 (16d8 + 48)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	16 (+3)	11 (+0)	16 (+3)	8 (−1)

Skills Medicine +6, Religion +3

Damage Vulnerabilities radiant

Damage Immunities necrotic, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 13

Languages the languages it knew in life

Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Magic Resistance. The wormhearted suffragan has advantage on saving throws against spells and other magical effects.

Master of Undeath. A Humanoid killed by the wormhearted suffragan's disease rises 1d4 hours later as a skeleton or zombie (the suffragan's choice), unless the Humanoid is restored to life or its body is destroyed. Between its disease and its Animating Worms, the suffragan can have no more than fifteen total skeletons and zombies under its control at one time.

Undead Nature. The wormhearted suffragan doesn't require air, food, drink, or sleep.

Actions

Multiattack. The wormhearted suffragan makes two Worm-Coated Fist or Paralyzing Bolt attacks.

Worm-Coated Fist. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage plus 7 (2d6) necrotic damage, and the target must succeed on a DC 14 Constitution saving throw or contract a disease. Until the disease is cured, the target can't regain hp, and its hp maximum decreases by 7 (2d6) every 24 hours. This reduction lasts until the target finishes a long rest after the disease is cured. The target dies if this effect reduces its hp maximum to 0.

Paralyzing Bolt. *Ranged Spell Attack:* +6 to hit, range 60 ft., one target. *Hit:* 17 (4d6 + 3) necrotic damage, and the target must succeed on a DC 14 Constitution saving throw or be paralyzed until the end of its next turn.

Animating Worms (3/Day). The wormhearted suffragan touches the body of a dead Humanoid, passing on some of the suffragan's worms. The worms fill the target, animating it as a skeleton or zombie (the suffragan's choice) under the suffragan's control.

Xanka

This small metallic globe skitters about on many-jointed legs.

Cleaning Constructs. Created by gnomish tinkerers, xanka are constructs whose purpose is cleaning up their masters' messy workshops. Most xanka are built from copper, brass, or bronze, but gold, silver, and platinum varieties have been seen in the houses of nobles and rich merchants. Xanka are not built for fighting—their instinct tells them to skitter for cover when danger threatens—but they defend themselves when cornered.

Follow Commands. These constructs understand and obey simple commands that relate to the removal of garbage. They can communicate with each other through whirs, clicks, and flashing lights, but those who have studied this communication find it is rarely more than a relaying of commands from the master between xanka to more efficiently carry out the master's wishes.

Absorb Matter. When a xanka touches material to its globular body, it absorbs that material into itself, quickly breaking the material down into magical energy. They can use this energy to power themselves for further tasks or to protect themselves from danger by expelling the energy in a burst. Tinkerers use xanka to keep their homes and cities clear of refuse.

Xanka

Small Construct, Unaligned

Armor Class 14 (natural armor)

Hit Points 27 (6d6 + 6)

Speed 25 ft., climb 15 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	12 (+1)	4 (–3)	10 (+0)	7 (–2)

Damage Resistances force

Damage Immunities poison, psychic

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses blindsight 120 ft., passive Perception 10

Languages understands the languages of its creator but can't speak

Challenge 1/2 (100 XP) **Proficiency Bonus** +2

Absorb. Any nonmagical object that touches the xanka's central globe, any nonmagical weapon that hits the xanka, or any nonmagical object, structure, or creature hit by the xanka's Dismantling Leg attack begins to deteriorate. If it is a structure or an object that isn't being worn or carried, up to a 1-foot cube of the structure or object is destroyed. If it is an object worn or carried by a creature, the creature must succeed on a DC 11 Dexterity saving throw to avoid the item being affected by the xanka's Absorb.

If the object is a weapon, the weapon takes a permanent and cumulative −1 penalty to damage rolls. If the weapon's penalty drops to −5, the weapon is destroyed. If the object is armor or a shield, the armor or shield takes a permanent and cumulative −1 penalty to the AC it offers. Armor reduced to an AC of 10 or a shield that drops to a +0 bonus is destroyed.

If the target is a creature, the creature must succeed on a DC 11 Constitution saving throw or take 2 (1d4) necrotic damage.

Construct Nature. The xanka doesn't require air, food, drink, or sleep.

Actions

Dismantling Leg. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning damage, and the target is subjected to the xanka's Absorb trait.

Release Energy (Recharge 5–6). The xanka releases energy created from absorbed material in a burst. Each creature within 10 feet of it must make a DC 11 Dexterity saving throw, taking 7 (2d6) force damage on a failed save, or half as much damage on a successful one.

Xhkarsh

Watching with many rows of eyes, this mantis creature strikes with slashing claws and recurved barbs dripping with venom.

Dimensional Travelers. The clandestine xhkarsh are beings from another cosmic cycle. Their devices and armor are incomprehensible—possibly even incompatible with—creatures of this reality.

Tamper with Fate. The xhkarsh utilize their fate-altering powers to distort personal histories and manipulate mortal destinies like puppeteers. By doing this, they realign the universe toward their own, esoteric ends—but what those ends might be, only the xhkarsh know.

Foes of Skein Witches. Skein witches (see page 328) and valkyries (see page 379) are perpetual enemies of the xhkarsh, whom they accuse of perverting the proper run of destiny for both great heroes and ordinary folk.

XHKARSH

Large Aberration, Neutral Evil

Armor Class 18 (natural armor)

Hit Points 171 (18d10 + 72)

Speed 50 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	19 (+4)	18 (+4)	15 (+2)	16 (+3)	15 (+2)

Saving Throws Cha +6

Skills Insight +7, Perception +7, Stealth +8

Senses darkvision 60 ft., tremorsense 120 ft., passive Perception 17

Languages Common, Deep Speech, Undercommon, telepathy 60 ft.

Challenge 9 (5,000 XP) **Proficiency Bonus** +4

Corruption's Bond. The xhkarsh ignores the range restriction on its telepathy when communicating with a creature whose fate it has corrupted. In addition, it can pinpoint the location of any such creature, as well as sense the creature's general state of health. These effects function even if the xhkarsh and the creature are on different planes of existence.

Interdimensional Nature. The xhkarsh doesn't require air, food, drink, sleep, or ambient pressure.

ACTIONS

Multiattack. The xhkarsh makes two Claw attacks and one Fate-Altering Stinger attack.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage plus 9 (2d8) poison damage.

Fate-Altering Stinger. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 15 (2d10 + 4) piercing damage, and the target must succeed on a DC 16 Charisma saving throw or have its fate corrupted. A creature with corrupted fate has disadvantage on Charisma checks and Charisma saving throws, can't be targeted by any divination magic, can't be perceived through magical scrying sensors, and is immune to any effect that would sense its emotions or read its thoughts. The target's fate can be restored, ending the corruption and breaking the xhkarsh's magical tie to the target, by a *dispel evil and good* spell or similar magic.

Invisibility. The xhkarsh magically turns invisible until it attacks or uses Seize Strand, or until its concentration ends (as if concentrating on a spell). Any equipment the xhkarsh wears or carries is invisible with it.

Seize Strand. One creature whose fate is corrupted by this xhkarsh must succeed on a DC 16 Charisma saving throw or be affected by the *geas* spell for 8 hours. While under the *geas*, the affected creature must perform a specific, seemingly minor task that furthers the decades-long goals of the xhkarsh. Such a task could be writing a letter to a specific person, damaging a seemingly random piece of equipment, or speaking a specific sentence to a particular person. The xhkarsh can use Seize Strand on a particular creature no more than once every 24 hours, regardless of success or failure on the saving throw.

Ychen Bannog

The massive oxen shakes its head, sending a flock of birds flying. It groans out a yawn that sets nearby trees rattling.

Ychen bannogs are massive, ox-like beasts with thick, wooly coats and great horns like the gods' battering rams. They stand over forty feet tall at the shoulder and weigh hundreds of tons. Despite their awe-inspiring size, these towering creatures are peaceful wanderers in the wilderness, where their calls echo for miles.

Strongest Beasts in the World. Legends are built on the sturdy backs of ychen bannog. They are the strongest beasts of burden in the known world. Tamed ychen bannogs can haul entire communities, or even small castles, and a clever dwarf with a ychen bannog at its disposal can carve out enormous riverbeds, haul enormous stones, or reshape entire valleys with ease.

Ychen Warships. Giants have a particular affinity with the ychen bannogs. In times of war, giants sometimes build complex siege platforms atop these beasts, making effective transport for small armies of giants. Thankfully, ychen bannogs are rare enough that even seeing one in an army is a tale to be told for generations.

Louder Than Thunder. When riled, an ychen bannog can bellow loudly enough to shatter stones and knock down walls.

Ychen Bannog

Gargantuan Beast, Unaligned

Armor Class 17 (natural armor)

Hit Points 186 (12d20 + 60)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	10 (+0)	21 (+5)	3 (−4)	12 (+1)	10 (+0)

Damage Resistances bludgeoning

Condition Immunities exhaustion

Senses passive Perception 11

Languages —

Challenge 11 (7,200 XP) **Proficiency Bonus** +4

Siege Monster. The ychen bannog deals double damage to objects and structures.

Actions

Multiattack. The ychen bannog makes one Gore attack and two Stomp attacks.

Gore. *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target. *Hit:* 25 (3d10 + 9) piercing damage. If the ychen bannog scores a critical hit, it rolls damage dice three times, instead of twice.

Stomp. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 22 (3d8 + 9) bludgeoning damage. If the target is a creature, it must succeed on a DC 17 Strength saving throw or be knocked prone.

Deafening Bellow (Recharge 5-6). The ychen bannog delivers a fearsome bellow in a 60-foot cone that is audible out to 1 mile. Each creature in the area must make a DC 17 Constitution saving throw. On a failure, a creature takes 44 (8d10) thunder damage and is deafened for 1 hour. On a success, a creature takes half the damage and isn't deafened. A creature made of inorganic material such as stone, crystal, or metal has disadvantage on this saving throw.

Overrun (Recharge 6). The ychen bannog moves up to 30 feet in a straight line and can move through the space of any Large or smaller creature. This movement doesn't provoke opportunity attacks. The first time the ychen bannog enters a creature's space during this move, that creature must make a DC 17 Dexterity saving throw. On a failure, a creature takes 54 (12d8) bludgeoning damage and is knocked prone. On a success, a creature takes half the damage and isn't knocked prone.

Zimwi

This swift-moving, lanky humanoid has long arms ending in wicked claws and jaws that open impossibly wide.

Swift as Horses. Distantly related to trolls, the swift and nimble zimwi are a plague upon grasslands. They are constantly hungry, ill-tempered and capable of running down horses, leading many zimwi to attack large caravans for food.

Always Starving. Most zimwi attacks are driven by hunger. The stomach of a zimwi is larger than its body, extending extra-dimensionally and driving the zimwi nearly insane with constant hunger, leaving the zimwi always feeling as if it is starving to death. Because of their endless hunger and low intelligence, zimwi have little awareness of the course of a battle. Losing means only that they have not eaten. As long as they continue to feast, they fight on, feeling victorious until death comes to them or all of their prey.

Stomachs of Holding. The extradimensional pouch within a zimwi's stomach makes the stomach serviceable as a *bag of holding* if treated and enchanted properly. The harder part is relieving the zimwi of its prize.

Zimwi

Medium Giant, Chaotic Evil

Armor Class 16 (natural armor)

Hit Points 110 (13d8 + 52)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18(+4)	19 (+4)	6 (–2)	9 (–1)	7 (–2)

Skills Perception +2

Senses darkvision 60 ft., passive Perception 12

Languages Giant

Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Desperate Hunger. When the zimwi is below half its hp maximum, it has advantage on melee attack rolls against creatures that aren't Constructs.

Actions

Multiattack. The zimwi makes one Bite attack and one Claw attack. It can replace its Bite attack with a use of Swallow.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage, and the target is grappled (escape DC 12) if it is a Medium or smaller creature. The zimwi has two claws, each of which can grapple only one target.

Swallow. The zimwi makes one Bite attack against a Medium or smaller creature it is grappling. If the attack hits, the target is also swallowed, and the grapple ends. While swallowed, the target is blinded and restrained, it has total cover against attacks and other effects outside the zimwi, and it takes 10 (3d6) acid damage at the start of each of the zimwi's turns. A zimwi can have up to two creatures swallowed at a time.

If the zimwi takes 20 damage or more on a single turn from a swallowed creature, the zimwi must succeed on a DC 14 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 5 feet of the zimwi. If the zimwi dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 5 feet of movement, exiting prone.

Zmey

Crashing through the forest, this three-headed dragon stands upright, its long tail thrashing from side to side as it walks.

Hunting beneath the canopy of the forest, lurking below the surfaces of lakes, and guarding caves concealing great treasure and mystery, the zmey has two roles—vicious terror and nature's protector.

Claws of the Forest. Single-mindedly destructive, the zmey keeps the heart of the forest free from interlopers. Rumors suggest the heart of an ancient forest itself can control the actions of these lesser dragons, while others believe zmeys have pacts with certain druid circles.

Voracious Headlings. A zmey's head doesn't die when severed from its body. Within days, it becomes a miniature zmey, developing into a full-grown zmey after two months. Voracious appetite fuels this growth. Coating the head or headling in the first month of life prevents this growth.

A Zmey's Lair

Zmeys make their lairs in the deepest parts of the forest. They plant and grow trees into "caves" with satellite "rooms" within their lair.

Lair Actions

On initiative count 20 (losing initiative ties), the zmey takes a lair action to cause one of the following effects; it can't use the same effect two rounds in a row:

- **Hinder Movement.** One hostile creature the zmey can see within 120 feet of it has its speed halved until initiative count 20 on the next round, as roots trip up walking and hanging branches and vines dangle in the way of flight.
- **Invigorate Headlings.** One severed zmey head the zmey can see within 120 feet of it immediately grows into a zmey headling, or one slain zmey headling the zmey can see within 120 feet of it regains 10 hp and becomes active again. A severed head or zmey headling smeared in a pound of salt can't be affected by this lair action.
- **Spread Forest's Gloom.** Light reduces in a 30-foot-radius sphere centered on a point the zmey can see within 120 feet of it. Bright light becomes dim light, dim light becomes darkness, and darkness becomes magical darkness in the sphere. The sphere lasts until the zmey dismisses it as an action, uses this lair action again, or dies.

Regional Effects

The region containing the zmey's lair is warped by the link between the creature and its forest home, which creates one or more of the following effects:

- *Fear and Rage.* Creatures within 1 mile of the lair feel constantly on the verge of an overwhelming fight-or-flight response, keeping them on edge and making their sleep fitful.
- *Unfriendly Forest.* The forest within 6 miles of the lair is as uninviting as possible to those not native to it: unattended fires tend to go out mysteriously and new fires are hard to start, flora and fauna slain or foraged spoil almost immediately, and similar.
- *Unnerving Presence.* "Creatures within 3 miles of the lair are unsettled by the forest and frequently distracted by phantom chattering, tricks of the light, and other sensations.

If the zmey dies, these effects fade over the course of 1d10 days.

Zmey

Huge Dragon, Chaotic Evil

Armor Class 18 (natural armor)

Hit Points 189 (18d12 + 72)

Speed 30 ft., fly 50 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	13 (+1)	19 (+4)	16 (+3)	16 (+3)	12 (+1)

Saving Throws Con +9, Wis +8, Cha +6

Skills Perception +8

Damage Resistances cold, fire

Condition Immunities paralyzed, unconscious

Senses blindsight 60 ft., darkvision 90 ft., passive Perception 18

Languages Common, Draconic, Elvish, Sylvan

Challenge 15 (13,000 XP) **Proficiency Bonus** +5

Amphibious. The zmey can breathe air and water.

Legendary Resistance (3/Day). If the zmey fails a saving throw, it can choose to succeed instead.

Regeneration. The zmey regains 15 hp at the start of its turn. If the zmey takes acid or fire damage, this trait doesn't function at the start of the zmey's next turn. The zmey dies if it starts its turn with 0 hp and doesn't regenerate.

Three Heads. The zmey has three heads. While it has more than one head, the zmey has advantage on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious. Whenever the zmey takes 40 damage or more in a single turn, one of its heads is severed. If it has only one head remaining, dealing 40 damage or more to it doesn't sever the final head. It regrows any severed heads when it finishes a long rest.

The zmey's severed head grows into a zmey headling in 1d4 rounds. The headling isn't under the zmey's control, but it takes the zmey's requests or actions in the most favorable way it can.

Actions

Multiattack. The zmey makes two Claw attacks and as many Bite attacks as it has heads.

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 19 (2d12 + 6) piercing damage.

Claw. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 20 (4d6 + 6) slashing damage.

Fire Breath (Recharge 5–6). The zmey exhales fire in a 30-foot cone out of each of its heads. Each creature in a cone must make a DC 17 Dexterity saving throw, taking 49 (14d6) fire damage on a failed save, or half as much damage on a successful one. If the cones overlap, each creature in the overlapping cones must make

one saving throw with disadvantage against only one of the cones rather than one saving throw for each cone. The zmey can choose for this breath to not harm plants or Plant creatures.

LEGENDARY ACTIONS

The zmey can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The zmey regains spent legendary actions at the start of its turn.

Move. The zmey moves up to its speed, or flies up to half its flying speed, without provoking opportunity attacks.

Tail Whip. The zmey whips its tail around it. Each creature within 15 feet of the zmey must succeed on a DC 17 Dexterity saving throw or be knocked prone.

Tripartite Roar (Costs 2 Actions). The zmey's heads exhale a three-part roar, one a deafening shriek, one a frightful screech, and one a stunning bellow, in a 30-foot cone. Each creature in that area must succeed on a DC 17 Wisdom saving throw or suffer the effects of the roars until the end of its next turn. The effects depend upon the number of heads the zmey has remaining: deafened for only one head, deafened and frightened for two heads, or stunned for three heads.

ZMEY HEADLING

Medium Dragon, Chaotic Evil

Armor Class 16 (natural armor)

Hit Points 105 (14d8 + 42)

Speed 30 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	17 (+3)	8 (–1)	16 (+3)	8 (–1)

Damage Resistances cold, fire

Condition Immunities paralyzed, unconscious

Senses darkvision 60 ft., passive Perception 13

Languages Common, Draconic, Sylvan

Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Amphibious. The zmey headling can breathe air and water.

Regeneration. As the zmey, but it regains only 10 hp at the start of its turn.

ACTIONS

Multiattack. The zmey headling makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 16 (2d12 + 3) piercing damage.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

Fire Breath (Recharge 5–6). The zmey headling exhales fire in a 30-foot cone. Each creature in that area must make a DC 14 Dexterity saving throw, taking 28 (8d6) fire damage on a failed save, or half as much damage on a successful one. The headling can choose for this breath to not harm plants or Plant creatures.

Appendix: NPCs

This appendix contains statistics for various humanoids. From dastardly bandit lords to city watch captains to fiend-powered devilbound gnomes, these NPCs can be found across the world, breathing new life into the places they appear. This appendix also includes a table for using these statistics, and other similar, general-use humanoid statistics, such as the knight or thug, with the various humanoids found in this book.

NPC Features Table

When an NPC's statistics include the note "Humanoid (Any Race)" as the creature type, you can adjust those statistics as described in the NPC Features table to create an NPC of the humanoid race detailed in the table. In this way, you can fill a city, town, or village with a particular humanoid type while still using variable statistics and differing challenges.

To use the table, choose a set of NPC statistics, such as the bandit lord (see page 406), and reference the Race column for the humanoid you want to rework as that NPC. The Ability Modifiers column details how to change the ability scores in the NPC statistics, and the Features column lists which features from the chosen race you should add to the chosen NPC statistics. For example, a group of bandits might be led by a noctiny (see page 287) bandit lord seeking to build a small empire in honor of its patron. To create a noctiny bandit lord, use the statistics of the bandit lord as the starting point. Increase the Charisma by 2 and the Strength by 1 and give it immunity to the frightened condition. In addition, the bandit lord gains the Eldritch Fury attack and the Eldritch Weapons and Magic Resistance traits of the noctiny.

NPC Features and CR. Adding new traits and features to a creature's statistics can increase the creature's Challenge Rating. When adjusting statistics by using the NPC Features table, use the higher of the two CRs between the statistics you are adjusting and the lowest-CR version of the humanoid you are using. In the above example, the noctiny bandit lord's Challenge Rating is 4 (1,100 XP), as the bandit lord's CR is higher than the noctiny's CR.

NPC Features

Race	Ability Modifiers	Features
Behtu	+2 Str, +1 Dex	Fire Breath action; Bite attack; resistance to cold, fire, and lightning damage; darkvision 60 ft.; walking speed of 20 feet, climbing speed of 20 feet; knows the Infernal and Behtu languages
Burrowling	+2 Dex	Burrow Awareness and Pack Tactics traits; Bite and Claw attacks; darkvision 60 ft.; burrowing speed of 10 feet
Deep One	+2 Str, +1 Con	Amphibious and Frenzied Rage traits; Claw attack; resistance to cold damage and vulnerability to fire damage; darkvision 120 ft.; swimming speed of 30 feet; knows the Void Speech language
Eonic Drifter	+2 Int, +1 Dex	Drift Forward action; Call to the Future bonus action; proficiency in the History skill; knows the Eonic, Giant, and Sylvan languages
Lemurfolk	+2 Dex	Glide trait; Small size; darkvision 60 ft.; walking speed of 30 feet, climbing speed of 20 feet; knows the Lemurfolk language
Noctiny	+2 Cha, +1 Str	Eldritch Weapons and Magic Resistance traits; Eldritch Fury attack; immunity to the frightened condition
Roachling	+2 Dex	Hardy and Unpleasant Scent traits; Small size; AC equals 11 + its Dexterity modifier; darkvision 60 ft., tremorsense 10 ft.; walking speed of 25 feet

BANDIT LORD

Not just the leader of a simple gang, the bandit lord has gathered a small army of outlaws and brigands together through force of personality, wit, and strength of arms. To keep those followers in line, the bandit leader must rely on loyal captains whom the bandit lord rewards for their successes and brutally punishes for their failures.

Ambitious Leaders. Unlike those captains, who crave coin and maybe fame, the bandit lord is building an empire. The bandit lord is always on the lookout for ways to expand at the expense of various rivals and plans contingencies for every occasion, realizing that nothing lasts forever. The bandit lord is ruthless when that's beneficial and magnanimous when it costs nothing.

BANDIT LORD

Medium Humanoid (Any Race), Any Non-Lawful Alignment

Armor Class 16 (breastplate)

Hit Points 91 (14d8 + 28)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	14 (+2)	14 (+2)	11 (+0)	14 (+2)

Saving Throws Str +5, Dex +4, Wis +2

Skills Athletics +5, Deception +4, Intimidation +4

Senses passive Perception 10

Languages any two languages

Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Brute. A melee weapon deals one extra die of its damage when the bandit lord hits with it (included in the attack).

Pack Tactics. The bandit lord has advantage on attack rolls against a creature if at least one of the bandit lord's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Multiattack. The bandit lord makes two Longsword attacks and one Dagger attack.

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) slashing damage, or 14 (2d10 + 3) slashing damage if used with two hands.

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage, or 8 (2d4 + 3) piercing damage if used to make a melee attack.

Leadership (Recharges after a Short or Long Rest). For 1 minute, the bandit lord can utter a special command or warning whenever a nonhostile creature that it can see within 30 feet of it makes an attack roll or a saving throw. The creature can add a d4 to its roll provided it can hear and understand the bandit lord. A creature can benefit from only one Leadership die at a time. This effect ends if the bandit lord is incapacitated.

REACTIONS

Parry. The bandit lord adds 2 to its AC against one melee attack that would hit it. To do so, the bandit lord must see the attacker and be wielding a weapon.

Protect Me! When a creature the bandit lord can see targets it with an attack, the bandit lord can sidestep behind an ally within 5 feet of it, moving to an unoccupied space within 5 feet of the ally. The chosen ally becomes the target of the attack instead.

BLACK KNIGHT COMMANDER

The black knight commander strikes an imposing figure upon its chosen mount; one that inspires bloodlust in its allies and fear in its foes. Devoted to its own twisted code, the black knight commander has a sense of honor but spares no compassion for those who stand in its way. Whether the knight fights for a dark lord or a demonic god, all its foes will be trampled into the dust and their families slaughtered so there can be no revenge. The only victory is a total victory.

BLACK KNIGHT COMMANDER

Medium Humanoid (Any Race), Lawful Evil

Armor Class 18 (plate)

Hit Points 91 (14d8 + 28)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	14 (+2)	12 (+1)	13 (+1)	15 (+2)

Saving Throws Dex +3, Wis +4, Cha +5

Skills Animal Handling +7, Athletics +7, Intimidation +5
Senses passive Perception 11
Languages any two languages
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Hateful Presence. Each friendly creature within 10 feet of the black knight commander gains a +2 bonus on weapon damage rolls but can't use the Help action.

Locked Saddle. The black knight commander can't be knocked prone, dismounted, or moved against its will while mounted.

Mounted Charge. If the black knight commander moves at least 20 feet straight toward a creature while mounted and then hits it with a Lance attack on the same turn, the commander can use a bonus action to command its mount to make one melee weapon attack against that creature as a reaction.

Mounted Warrior. The black knight commander is rarely seen without its warhorse mount. The warhorse wears custom barding that raises is Armor Class to 15, and mounting and dismounting the warhorse costs the commander only 5 feet of movement. While the commander is mounted, its mount can't be charmed or frightened.

ACTIONS

Multiattack. The black knight commander makes one Lance attack and two Mace attacks. If the commander is mounted, its mount can then make one Hooves attack. If both Mace attacks hit one creature, the target takes an extra 7 (2d6) bludgeoning damage.

Lance. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 10 (1d12 + 4) piercing damage.

Mace. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage.

Frightful Charge (Recharges after a Short or Long Rest). While mounted, the black knight commander lets loose a terrifying cry. It then moves up to 30 feet in a straight line and can move through the space of any Large or smaller creature. This movement doesn't provoke opportunity attacks. The first time it enters a creature's space during this move, that creature must make a DC 15 Dexterity saving throw. On a failure, a creature takes 28 (8d6) bludgeoning damage and is frightened for 1 minute. On a success, a creature takes half the damage and isn't frightened. A frightened creature can make a DC 15 Wisdom saving throw at the end of each of its turns, ending the effect on itself on a success.

CITY WATCH CAPTAIN

With its talents, the city watch captain could easily have been on the other side of the law, but the captain likes the respect the position commands within the city, especially when leading a patrol of guards. While a trained investigator, the city watch captain is not afraid to draw its blade to end a threat to its city. The captain maintains a no-nonsense stance when on duty and adheres to the laws of whichever city it protects. Some city watch captains let their power and authority go to their heads, while others wear the office like a badge of pride, laying down their lives in defense of the city and its citizens.

CITY WATCH CAPTAIN

Medium Humanoid (Any Race), Any Lawful Alignment

Armor Class 15 (chain shirt)
Hit Points 91 (14d8 + 28)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	14 (+2)	10 (+0)	11 (+0)	13 (+1)

Skills Perception +4
Senses passive Perception 14
Languages any one language (usually Common)
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Point Blank Fencer. A rapier deals one extra die of its damage when the city watch captain hits with it (included in the attack). In addition, the captain ignores the loading property of crossbows and doesn't have disadvantage on the attack roll with a crossbow from being within 5 feet of a hostile creature. The captain may still have disadvantage on such an attack from other sources.

Tactical Insight. The city watch captain has advantage on initiative rolls, and friendly creatures within 30 feet of the captain and under the captain's command can choose to take the captain's initiative instead of their own when combat starts.

ACTIONS

Multiattack. The city watch captain can use its Issue Orders. It then makes two Rapier attacks or three Light Crossbow attacks, or it makes one Rapier attack and two Light Crossbow attacks.

Rapier. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage. Instead of dealing damage, the city watch captain can force the target to drop one weapon it is wielding or drop one item it is carrying. If the captain chooses to make the target drop an item, the item can't be wrapped around or firmly attached to the target, such as a shirt or armor. The item lands in a space of the captain's choice within 5 feet of the target.

Light Crossbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Issue Orders. The city watch captain shouts orders at up to two friendly creatures it can see within 30 feet of it. Each target can do one of the following as a reaction:

- **Attack.** The target makes one weapon attack with advantage.
- **Defend.** The target gains a +2 bonus to its Armor Class until the start of the captain's next turn.
- **Reposition.** The target moves up to half its speed without provoking opportunity attacks.

DEVILBOUND GNOME

The devilbound gnome is a gnome spellcaster that has made a magical agreement with a devil for greater power. To ensure loyalty and to further the gnome's power, the devil binds an imp to the gnome's service. This binding changes the gnome, giving it fiendish protections and minor fiendish features, such as glowing eyes, a sulfurous aroma, a forked tongue, or similar. Beyond fulfilling the occasional demand, the devil cares little for what the gnome does with the power, provided the flow of souls doesn't cease.

DEVILBOUND GNOME

Small Humanoid (Gnome), Any Evil

Armor Class 17 (Infernal Blessing)

Hit Points 104 (19d6 + 38)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	15 (+2)	16 (+3)	12 (+1)	21 (+5)

Saving Throws Con +6, Int +7, Cha +9

Skills Arcana +7, Deception +9, History +7, Persuasion +9

Damage Resistances cold, fire, poison; bludgeoning, piercing, and slashing damage from nonmagical attacks not made with silvered weapons

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 11

Languages Common, Infernal, Gnomish

Challenge 9 (5,000 XP) **Proficiency Bonus** +4

Infernal Blessing. While the devilbound gnome is conscious and wearing no armor and wielding no shield, it adds its Charisma modifier to its AC (included above) and saving throws. In addition, magical darkness doesn't impede the gnome's darkvision.

Infernal Bond. The devilbound gnome is magically bound to an imp. The imp acts as an ally of the gnome's, obeying its spoken commands. The gnome can perceive through the imp's senses, speak through its mouth,

and communicate with it telepathically even if the two aren't on the same plane of existence.

Magic Resistance. The devilbound gnome has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The devilbound gnome makes three Hellish Blast attacks. It can replace one attack with a use of Spellcasting.

Hellish Blast. *Melee or Ranged Spell Attack:* +9 to hit, reach 5 ft. or range 120 ft., one target. *Hit:* 12 (2d6 + 5) fire damage plus 9 (2d8) poison damage.

Hell's Servitors (1/Day). The devilbound gnome magically calls 1d4 devils with a challenge rating of 4 or lower, or it calls 1 devil with a challenge rating of 6 or lower. The called Fiends arrive in 1d4 rounds, acting as allies of the gnome and obeying its spoken commands. The Fiends remain for 1 hour, until the gnome dies, or until the gnome dismisses them as a bonus action.

To Hell and Back (1/Day). The devilbound gnome sends one creature it can see within 60 feet of it hurling through Hell. The target must make a DC 17 Wisdom saving throw. On a success, the target takes 35 (10d6) fire damage as Hell pulls on the creature. On a failure, the target is incapacitated and disappears, as it takes a quick trip through the nightmarish landscapes of Hell. At the end of the gnome's next turn, the target reappears in the space it previously occupied, or the nearest unoccupied space, and takes 55 (10d10) psychic damage.

Spellcasting. The devilbound gnome casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 17):

At will: *detect magic*, *minor illusion*, *prestidigitation*

3/day each: *command*, *dimension door*, *invisibility*

1/day each: *fly*, *haste*, *wall of fire*

REACTIONS

Fiendish Sacrifice. When the devilbound gnome is reduced to 0 hp, it can sacrifice a Fiend called with the Hell's Servitor's action or sacrifice its bonded imp, preventing the damage and killing the chosen Fiend. If the gnome sacrifices its bonded imp, it loses its Infernal Blessing and Infernal Bond traits until it receives a new imp from its patron devil.

DWARVEN RINGMAGE

Curves are seldom seen in the stacked blocks and precise geometric forms of dwarven architecture. Devoid of angles and planes with no beginning and no end, circles are a mystery and hold power. Dwarven ringmages are those dwarves who have mastered the art of tapping into that power, imbuing it into metal rings and their spellcasting. Rings and circles are sacred to them, and they read omens in the cycle of seasons, the shape of flowers, and in a storm's first rain drops.

DWARVEN RINGMAGE

Medium Humanoid (Dwarf), Any Alignment

Armor Class 16 (breastplate)

Hit Points 136 (21d8 + 42)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	15 (+2)	18 (+4)	12 (+1)	9 (−1)

Saving Throws Int +7, Con +4, Wis +4

Skills Arcana +7, History +7

Damage Resistances poison

Senses darkvision 60 ft., passive Perception 11

Languages Common, Dwarvish

Challenge 7 (2,900 XP) **Proficiency Bonus** +3

Dwarven Resilience. The dwarven ringmage has advantage on saving throws against poison.

ACTIONS

Multiattack. The dwarven ringmage can use its Ring Magic. It then makes three Ring Staff attacks. It can replace one attack with a use of Spellcasting.

Ring Staff. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage plus 10 (3d6) acid, cold, fire, lightning, or thunder damage (the ringmage's choice).

Ring Magic. The dwarven ringmage draws circles of magic in the air and sends them toward one creature it can see within 30 feet of it, causing one of the following effects:

- **Rings of Binding.** The target must succeed on a DC 15 Strength saving throw or be restrained by magical rings until the end of its next turn.
- **Rings of Bravery.** The target can't be frightened and has advantage on melee weapon attack rolls until the end of its next turn.

- **Rings of Protection.** The target has a +2 bonus to its Armor Class until the end of its next turn.
- **Rings of Retribution.** When any creature hits the target before the start of the ringmage's next turn, the creature takes 4 (1d8) acid, cold, fire, lightning, or thunder damage (the ringmage's choice).

Spellcasting. The dwarven ringmage casts one of the following spells, requiring no material components and using Intelligence as the spellcasting ability (spell save DC 15):

At will: *color spray*, *mage hand*, *true strike*

3/day each: *expeditious retreat*, *fly*, *haste*

1/day each: *greater invisibility*, *wall of stone*

ELVISH VETERAN ARCHER

The elvish veteran archer is a stealthy hunter that quietly slips through the wood, watching for game or intruders. While capable with a sword, the elvish archer's true skill lies with the longbow. When unseen, the archer can launch a volley of arrows at its foes with deadly results.

ELVISH VETERAN ARCHER

Medium Humanoid (Elf), Any Alignment

Armor Class 16 (studded leather)

Hit Points 66 (12d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	12 (+1)	11 (+0)	13 (+1)	11 (+0)

Skills Nature +2, Perception +5, Stealth +5, Survival +3

Senses passive Perception 15

Languages Common, Elvish

Challenge 3 (700 XP) **Proficiency Bonus** +2

Beast Hunter. The elvish veteran archer has advantage on Wisdom (Survival) checks to track Beasts and on Intelligence (Nature) checks to recall information about Beasts.

Fey Ancestry. The elvish veteran archer has advantage on saving throws against being charmed, and magic can't put the archer to sleep.

Keen Hearing and Sight. The elvish veteran archer has advantage on Wisdom (Perception) checks that rely on hearing or sight.

Point Blank Hunter. A longbow deals one extra die of its damage when the archer hits with it (included in the attack). In addition, when the archer makes a ranged attack with a longbow, it doesn't have disadvantage on the attack roll from being within 5 feet of a hostile creature, though it may still have disadvantage from other sources.

ACTIONS

Multiattack. The elvish veteran archer makes three Shortsword attacks or two Longbow attacks.

Shortsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Longbow. *Ranged Weapon Attack:* +6 to hit, range 150/600 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage. Instead of dealing damage, the archer can pin part of the target's clothing or body to the ground or to a nearby wall or tree. If it does so, the target is restrained. A creature, including the target, can take its action to remove the arrow and free the restrained target by succeeding on a DC 14 Strength check.

Arrow Spray (Recharge 5–6). The elvish veteran archer fires a flurry of arrows in a 15-foot cone. Each creature in the cone must make a DC 14 Dexterity saving throw, taking 18 (4d8) piercing damage on a failed save, or half as much damage on a successful one.

EMERALD ORDER CULT LEADER

The Emerald Order cult leader has embraced the mysteries of the Emerald Tablet and has bent its worship of Thoth-Hermes to furthering the efforts of the Order. The cult leader seeks to gather arcane and alchemical knowledge wherever it is found by any means necessary. If subtle manipulations fail, the cult leader is not above using lethal methods to ensure the cult's goals are met.

EMERALD ORDER CULT LEADER

Medium Humanoid (Any Race), Lawful Neutral or Lawful Evil

Armor Class 15 (Divine Blessing)

Hit Points 156 (24d8 + 48)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	14 (+2)	15 (+2)	20 (+5)	15 (+2)

Saving Throws Int +5, Wis +8, Cha +5

Skills Arcana +5, Deception +5, History +5, Religion +5

Senses darkvision 60 ft., passive Perception 15

Languages any three languages
Challenge 8 (3,900 XP) **Proficiency Bonus** +3

Blessed Weapons. The cult leader's weapons are blessed by its deity, and its weapon attacks are magical. When the cult leader hits with any weapon, the weapon deals an extra 3d8 radiant damage (included in the attack).

Divine Blessing. While the cult leader is conscious and wearing no armor and wielding no shield, it adds its Wisdom modifier to its Armor Class (included above). In addition, it has advantage on saving throws against being charmed or frightened.

Prophetic Tactics. The cult leader has advantage on initiative rolls. In addition, at the start of each of the cult leader's turns, one friendly creature within 30 feet of the cult leader has advantage on the first attack roll it makes before the start of the cult leader's next turn.

ACTIONS

Multiattack. The Emerald Order cult leader makes three Mace or Radiant Bolt attacks. It can replace one attack with a use of Spellcasting.

Mace. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage plus 13 (3d8) radiant damage.

Radiant Bolt. *Ranged Spell Attack:* +8 to hit, range 60 ft., one target. *Hit:* 18 (3d8 + 5) radiant damage.

Spellcasting. The Emerald Order cult leader casts one of the following spells, requiring no material components and using Wisdom as the spellcasting ability (spell save DC 16):

At will: *command, light, thaumaturgy*

3/day each: *detect thoughts, dimension door, silence, slow*

1/day each: *divination, freedom of movement*

REACTIONS

Esoteric Vengeance. When a creature the cult leader can see within 30 feet of it hits it with an attack, the cult leader intonates a mind-bending arcane secret, and the attacker takes 7 (2d6) psychic damage.

SCORPION CULTIST

Trained as part guardian and part assassin, the cultists of Selket are organized into cells that strike in the name of the Scorpion Goddess. The scorpion cultists watch for those who blaspheme the name of their goddess or defile her sacred places. Their enemies find themselves the target of poisoned blades or an apparent accident, while those who praise Selket or care for the desert nomads are quietly helped. On special missions, scorpion cultists might doff their traditional garb and infiltrate towns or cities.

SCORPION CULTIST

Medium Humanoid (Any Race), Neutral

Armor Class 13
Hit Points 26 (4d8 + 8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	17 (+3)	15 (+2)	10 (+0)	13 (+1)	10 (+0)

Skills Animal

Handling +3, Deception +2, Perception +3, Stealth +5
Damage Resistances poison
Senses passive Perception 14
Languages Common
Challenge 1/2 (100 XP) **Proficiency Bonus** +2

Dark Devotion. The scorpion cultist has advantage on saving throws against being charmed or frightened.

Keen Senses. The scorpion cultist has advantage on Wisdom (Perception) checks.

Scorpion's Blessing. The scorpion cultist has advantage on saving throws against poison. In addition, when the scorpion cultist hits with any weapon, the weapon deals an extra 1d4 poison damage (included in the attack).

ACTIONS

Scimitar. *Melee Weapon Attack:* +5 to hit, reach 5 ft, one target. *Hit:* 6 (1d6 + 3) slashing damage plus 2 (1d4) poison damage.

Sling. *Ranged Weapon Attack:* +5 to hit, range 30/120 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage plus 2 (1d4) poison damage.

WOLF REAVER DWARF

Like his totem, the wolf reaver dwarf travels in a pack with its brothers in arms, looking for worthy challenges to prove its combat prowess. Rushing into battle beside its allies for glory as much as plunder, the wolf reaver dwarf throws caution to the wind and fights without care for its own safety.

WOLF REAVER DWARF

Medium Humanoid (Dwarf), Any Chaotic Alignment
Armor Class 16 (chain shirt, shield)
Hit Points 76 (9d8 + 36)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	19 (+4)	9 (−1)	11 (+0)	9 (−1)

Skills Athletics +6, Intimidation +3
Senses darkvision 60 ft., passive Perception 10
Languages Common, Dwarvish
Challenge 3 (700 XP) **Proficiency Bonus** +2

Danger Sense. While conscious, the wolf reaver dwarf has advantage on Dexterity saving throws.

Dwarven Resilience. The wolf reaver dwarf has advantage on saving throws against poison.

Pack Tactics. The wolf reaver dwarf has advantage on attack rolls against a creature if at least one of the dwarf's allies is within 5 feet of the creature and the ally isn't incapacitated.

Reckless. At the start of its turn, the wolf reaver dwarf can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

ACTIONS

Multiattack. The wolf reaver dwarf makes one Battleaxe attack and two Spear attacks, or it makes three Handaxe attacks.

Battleaxe. *Melee Weapon Attack:* +6 to hit, reach 5 ft, one target. *Hit:* 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) slashing damage if used with two hands.

Handaxe. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

Spear. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage, or 8 (1d8 + 4) piercing damage if used with two hands to make a melee attack.

Appendix: Creatures by Challenge

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Wharfling ... 395

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Erina ... 166
Garroter Crab ... 194
Goblin, Dust ... 215
Gremlin, Azza ... 222
Kalke ... 242
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Living Wick ... 257
Mimic, Map ... 269
Ramag ... 299
Ratfolk ... 302
Roachling Skirmisher ... 310
Snake, Swamp Adder ... 334
Spider, Red-Banded Line ... 345
Suturefly ... 353
Treacle ... 368
Witchlight ... 397

CHALLENGE 1/2 (100 XP)

Alseid ... 15
Bone Crab ... 40
Bucca ... 44
Burrowling ... 47
Clockwork Beetle ... 60
Clockwork Watchman ... 64
Dragonette, Lantern ... 136
Empty Cloak ... 164
Fraughashar ... 192
Ghoul, Beggar ... 200
Gremlin, Rum ... 223
Library Automaton ... 252
Miremal ... 272
Morphoi ... 277
Nkosi ... 286
Ravenfolk Scout ... 304
Scorpion Cultist ... 411
Skin Bat ... 331
Tosculi, Drone ... 367
War Ostrich ... 393
Xanka ... 399

CHALLENGE 1 (200 XP)

Aboleth, Nihileth, Nihilethic Zombie ... 9
Ashwalker ... 28
Bastet Temple Cat ... 32
Boloti ... 38
Broodiken ... 43
Chernomoi ... 54
Child of the Briar ... 55
Clockwork Weaving Spider ... 65
Dogmole ... 107
Dragon, Mithral, Wyrmling ... 123
Dragon, Wind, Wyrmling ... 135
Drake, Alehouse ... 138
Drake, Crimson ... 141
Emerald Eye ... 163
Eonic Drifter ... 165
Erina, Defender ... 166
Gerridae ... 198
Glass Gator ... 211
Leshy ... 251
Moss Lurker ... 278
Ratfolk Rogue ... 302
Rime Worm, Grub ... 308
Skeleton, Sharkjaw ... 329
Snake, Zanskaran Viper ... 334
Wampus Cat ... 392

CHALLENGE 2 (450 XP)

Alseid Grovekeeper ... 15
Ant, Giant ... 22
Anubian ... 23
Behtu ... 34
Beli ... 35
Clockwork Hound ... 61
Cobbleswarm ... 67
Deep One ... 72
Devil, Ink ... 96
Doppelrat ... 109
Dragon, Cave, Wyrmling ... 115
Dragon, Flame, Wyrmling ... 119
Dragon, Void, Wyrmling ... 131
Drake, Paper ... 144
Eala ... 152
Eel Hound ... 155
Firegeist ... 188
Folk of Leng ... 190
Gray Thirster ... 221
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Kobold, Trapsmith ... 246
Myling ... 281
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Roachling Lord ... 310
Shadhavar ... 323
Shellycoat ... 325
Spider Thief ... 342
Uraeus ... 373
Vile Barber ... 387
Vine Lord, Tendril Puppet ... 389

CHALLENGE 3 (700 XP)

Amphiptere ... 16
Bagiennik ... 31
Bearfolk ... 33
Cactid ... 48
Citrullus ... 58
Clockwork Beetle Swarm ... 60
Clockwork Huntsman ... 62
Dinosaur, Mbielu ... 101
Dragon, Sea, Wyrmling ... 127
Dryad, Duskthorn ... 150
Elvish Veteran Archer ... 410
Far Darrig ... 167
Ghoul, Darakhul ... 202
Giant, Thursir ... 210
Gnoll, Havoc Runner ... 213
Goat-Man ... 214
Jaculus ... 241
Kot Bayun ... 248
Lemurfolk, Greyfur ... 250
Mahoru ... 260
Millitaur ... 267
Mindrot Thrall ... 270
Mirager ... 271
Monolith Footman ... 275
Mummy, Venomous ... 279
Pombero ... 294
Ravenfolk Warrior ... 304
Scorpion, Night ... 320
Scorpion, Stygian Fat-Tailed ... 320
Spider, J'Ba Fofi ... 344
Spire Walker ... 347
Strife ... 349
Swarm of Prismatic Beetles ... 356
Swarm of Sluaghs ... 357
Tosculi, Warrior ... 367
Wharfling, Swarm of Wharflings ... 395
Wolf Reaver Dwarf ... 412

CHALLENGE 4 (1,100 XP)

Accursed Defiler 12
Angler Worm 20
Arboreal Grappler 24
Bandit Lord 406
Bereginyas 36
Carrion Beetle 50
Cavelight Moss 52
City Watch Captain 407
Dau 69
Death Butterfly Swarm 70
Deep One Priest 72
Derro, Fetal Savant 88
Domovoi 108
Dorreq 110
Drake, Ash 139
Edimmu 154
Elf, Shadow Fey Guardian 162
Firebird 187
Forest Marauder 191
Frostveil 193
Ghoul, Imperial 203
Giant, Flab 206
Lich Hound 253
Mngwa 273
Myconid, Deathcap 280
Nkosi Pridelord 286
Oculo Swarm 288
Ostinato 292
Ratatosk 301
Sap Demon 315
Selang 321
Serpopard 322
Skitterhaunt 332
Swarm of Manabane Scarabs 355
Trollkin Reaver 371
Tusked Skyfish 372
Vættir 378
Vengeful Spirit 384
Volguloth 391
Water Leaper 394

CHALLENGE 5 (1,800 XP)

Aboleth, Nihileth, Nihilethic Dominator 10
Angel, Fidele 19
Ant, Giant Queen 22
Aridni 25
Asanbosam 27
Black Knight Commander 406
Bouda 42
Clockwork Abomination 59
Demon Lord, Akyishigal, Spawn 75
Derro, Shadow Antipaladin 89
Devil, Arch-Devil, Ia'Affrat, Spawn 91
Dinosaur, Ngobou 102
Dinosaur, Spinosaurus, Young 104
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Drakon 147
Dream Eater 148
Drowned Maiden 149
Elf, Shadow Fey Forest Hunter 161
Fellforged 170
Ghoul, Iron 204
Harpy, Owl 230
Hound of the Night 235
Hulking Whelp 236
Kikimora 243
Kobold, Chieftain 245
Likho 254
Lorelei 258
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Quicksilver Siege Orb 297
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Ravenfolk Doom Croaker 305
Rift Swine 307
Sandman 313
Sarcophagus Slime 316
Subek 352
Temple Dog 359
Tosculi, Elite Bow Raider 366
Ushabti, Corrupted 375
Vapor Lynx 383
Vila 386
Wormhearted Suffragan 398
Zimwi 402
Zmey, Headling 404

CHALLENGE 6 (2,300 XP)

Angatra 17
Clockwork Myrmidon 63
Death Butterfly Swarm, Greater 70
Demon, Apau Perape 82
Devil, Crystalline 94
Devil, Salt 100
Dragon, Wind, Young 135
Elf, Shadow Fey Duelist 159
Fate Eater 168
Fext 171
Gbahali 195
Gearforged Templar 195
Gnarljak 212
Hag, Mirror 227
Hag, Sand 229
Ice Maiden 238
Kongamato 247
Lindwurm 255
Loxoda 259
Malphas 262
Mamura 263
Nichny 284
Nightgarm 285
Redcap 306
Rime Worm 308
Rotting Wind 311
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Spectral Guardian 338
Swarm of Wolf Spirits 358
Treant, Weeping 369
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CHALLENGE 7 (2,900 XP)

Caustic Charger 51
Chelicerae 53
Deathwisp 71
Demon, Psoglav 86
Devil, Gilded 95
Dissimortuum 106
Dragon, Mithral, Young 123
Drake, Coral 140
Drake, Elder Shadow 143
Dwarven Ringmage 409
Einherjar 156
Elf, Shadow Fey Enchantress 160
Ghost Knight 199
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Herald of Darkness 233
Ogre, Corrupted Chieftain 289
Possessed Pillar 295
Risen Reaver 309
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Soul Eater 336
Spark 337
Spider of Leng 341
Spider, Sand 346
Swarm of Fire Dancers 354
Troll, Lake 370
Vampire, Umbral 382

CHALLENGE 8 (3,900 XP)

Ala 13
Angel, Chained 18
Blemmyes 37
Bone Collective 39
Chronalmental 56
Deep One Archimandrite 73
Demon, Kishi 84
Devil, Lunar 98
Dragon, Flame, Young 119
Dragonleaf Tree 137
Drake, Rust 145
Emerald Order Cult Leader 410
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Idolic Deity 239
Mallqui 261
Mimic, Dune 268
Monolith Champion 274
Qwyllion 298

Savager 318
Spectral Guardian, Arcane Guardian 338
Titan, Degenerate 362
Tophet 364
Ushabti 376

CHALLENGE 9 (5,000 XP)

Arx 26
Bukavac 45
Demon, Malakbel 85
Devilbound Gnome 408
Dragon, Cave, Young 115
Dragon, Sea, Young 127
Dragon, Void, Young 130
Drake, Deep 142
Eater of Dust 153
Genie, Al-Aeshma 197
Giant, Desert 205
Horakh 234
Necrohydra 283
Oozasis 290
Skeleton, Vine Troll 330
Spider, Ghostwalk 343
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Xhkarsh 400

CHALLENGE 10 (5,900 XP)

Algorith 14
Bone Swarm 41
Demon, Rubezahl 87
Devil, Automata 92
Fear Smith 169
Golem, Salt 218
Liosalfar 256
Planewatcher 293
Sathaq Worm 317

CHALLENGE 11 (7,200 XP)

Abominable Beauty 11
Baba Yaga's Horsemen 30
Buraq 46
Corpse Mound 68
Demon, Berstuc 83
Devil, Koralk 97
Dullahan 151
Golem, Eye 216
Grim Jester 224
Hag, Blood 226
Naina 282
Valkyrie 379
Vesiculosa 385
Voidling 390
Ychen Bannog 401

CHALLENGE 12 (8,400 XP)

Annelidast 21
Demon Lord, Akyishigal 74
Devil, Chort 93
Dragon Eel 111
Fey Lords and Ladies, Bear King 172
Flutterflesh 189
Ghoul, Bonepowder 201
Golem, Hoard 217
Gug 225
Herald of Blood 232
Hundun 237
Mavka 265
Skein Witch 328
Son of Fenris 335
Theullai 360
Titan, Ancient 361
Titanoboa 363
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CHALLENGE 13 (10,000 XP)

Aboleth, Nihileth 9
Dinosaur, Spinosaurus 104
Golem, Steam 220
Haugbui 231
Mask Wight 264
Stuhac 351

CHALLENGE 14 (11,500 XP)

Cambium 49
Devil, Orobas 99
Golem, Smaragdine 219
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Krake Spawn 249
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Ushabti, Royal Guard 377

CHALLENGE 15 (13,000 XP)

Devil, Arch-Devil, Ia'Affrat 90
Drake, Star 146
Mordant Snare 276
Slow Storm 333
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CHALLENGE 16 (15,000 XP)

Dragon, Flame, Adult 118
Dragon, Void, Adult 129
Dragon, Wind, Adult 134
Fey Lords and Ladies, River King 182
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CHALLENGE 17 (18,000 XP)

Elemental Locus 157
Fey Lords and Ladies, Moonlit King 176
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CHALLENGE 18 (20,000 XP)

Dragon, Mithral, Adult 122
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CHALLENGE 19 (22,000 XP)

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CHALLENGE 21 (33,000 XP)

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CHALLENGE 22 (41,000 XP)

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Demon Lord, Qorgeth 80
Dragon, Flame, Ancient 117
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CHALLENGE 24 (62,000 XP)

Dragon, Void, Ancient 128

CHALLENGE 25 (75,000 XP)

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CHALLENGE 27 (105,000 XP)

Demon Lord, Mechuiti 78

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Appendix: Creatures by Terrain

Any

Creature	CR (XP)
Shroud	1/8 (25 XP)
Elf (Shadow Fey), Witchlight	1/4 (50 XP)
Ravenfolk Scout	1/2 (100 XP)
Ashwalker	1 (200 XP)
Noctiny, Uraeus	2 (450 XP)
Ravenfolk Warrior	3 (700 XP)
Elf (Shadow Fey Guardian), Lich Hound, Oculo Swarm, Ostinato, Trollking Reaver, Vættir, Volguloth	4 (1,100 XP)
Elf (Shadow Fey Forest Hunter), Ravenfolk Doom Croaker, Wormhearted Suffragan	5 (1,800 XP)
Angatra, Elf (Shadow Fey Duelist), Fext, Spectral Guardian	6 (2,300 XP)
Elf (Shadow Fey Enchantress), Herald of Darkness, Risen Reaver, Soul Eater	7 (2,900 XP)
Dragonleaf Tree, Spectral Guardian (Arcane), Titan (Degenerate)	8 (3,900 XP)
Necrohydra	9 (5,000 XP)
Baba Yaga's Horsemen, Dullahan, Golem (Eye), Grim Jester, Valkyrie	11 (7,200 XP)
Flutterflesh, Herald of Blood, Hundun, Titan (Ancient)	12 (8,400 XP)
Drake (Star)	15 (13,000 XP)

Arctic

Creature	CR (XP)
Fraughashar, Ravenfolk Scout	1/2 (100 XP)
Rime Worm (Grub)	1 (200 XP)
Beli	2 (450 XP)
Bearfolk, Giant (Thursir), Mahoru, Ravenfolk Warrior, Wolf Reaver Dwarf	3 (700 XP)
Frostveil	4 (1,100 XP)
Ravenfolk Doom Croaker	5 (1,800 XP)
Ice Maiden, Lindwurm, Nightgarm, Rime Worm, Swarm of Wolf Spirits	6 (2,300 XP)
Dwarven Ringmage	7 (2,900 XP)
Mallqui	8 (3,900 XP)
Son of Fenris, Theullai	12 (8,400 XP)
Stuhac	13 (10,000 XP)
Krake Spawn	14 (11,500 XP)
Giant, Jotun	22 (41,000 XP)

BADLANDS

Creature	CR (XP)
Goblin (Dust)	1/4 (50 XP)
Gray Thirster	2 (450 XP)
Goat-Man, Mindrot Thrall, Spire Walker	3 (700 XP)
Dorreq, Mngwa, Selang	4 (1,100 XP)
Likho	5 (1,800 XP)
Mamura	6 (2,300 XP)
Caustic Charger, Chelicerae, Ogre (Corrupted Chieftain), Spider (Sand)	7 (2,900 XP)
Qwyllion	8 (3,900 XP)
Mordant Snare	15 (13,000 XP)
Shoggoth	19 (22,000 XP)

COASTAL

Creature	CR (XP)
Wharfling	1/8 (25 XP)
Bone Crab, Gremlin (Rum), Morphoi	1/2 (100 XP)
Aboleth (Nihilethic Zombie), Gerridae, Skeleton (Sharkjaw)	1 (200 XP)
Deep One	2 (450 XP)
Mahoru, Spire Walker, Wharfling (Swarm)	3 (700 XP)
Deep One Priest, Serpopard	4 (1,100 XP)
Aboleth (Nihilethic Dominator), Drakon, Drowned Maiden, Ravenala, Subek	5 (1,800 XP)
Drake (Coral), Hag (Red), Troll (Lake)	7 (2,900 XP)
Deep One Archimandrite	8 (3,900 XP)
Golem (Salt)	10 (5,900 XP)
Dragon Eel	12 (8,400 XP)
Aboleth (Nihileth)	13 (10,000 XP)

DESERT

Creature	CR (XP)
Goblin (Dust), Ramag	1/4 (50 XP)
Scorpion Cultist, Tosculi (Drone)	1/2 (100 XP)
Glass Gator	1 (200 XP)
Anubian, Gray Thirster	2 (450 XP)
Cactid, Citrullus, Gnoll (Havoc Runner), Mirager, Mummy (Venomous), Scorpion (Night), Scorpion (Stygian Fat-Tailed), Tosculi (Warrior)	3 (700 XP)
Accursed Defiler, Bandit Lord, Dau, Edimmu, Swarm of Manabane Scarabs, Tusked Skyfish	4 (1,100 XP)
Harpy (Owl), Subek, Tosculi (Elite Bow Raider), Ushabti (Corrupted)	5 (1,800 XP)
Devil (Salt), Hag (Sand), Sand Silhouette, Sandwyrm	6 (2,300 XP)
Spider, Sand	7 (2,900 XP)
Emerald Order Cult Leader, Mimic (Dune), Ushabti	8 (3,900 XP)
Genie (Al-Aeshma), Giant (Desert), Oozasis	9 (5,000 XP)
Golem (Salt), Sathaq Worm	10 (5,900 XP)
Vesiculosa	11 (7,200 XP)
Annelidast, Tosculi (Hive Queen)	12 (8,400 XP)
Sphinx (Gypsosphinx), Ushabti (Royal Guard)	14 (11,500 XP)
Slow Storm	15 (13,000 XP)

FARMLAND

Creature	CR (XP)
Cikavak	1/8 (25 XP)
Clurichaun, Treacle	1/4 (50 XP)
Burrowling	1/2 (100 XP)
Drake, Crimson	1 (200 XP)
Kot Bayun, Swarm of Sluaghs	3 (700 XP)
Bandit Lord, Death Butterfly Swarm, Sap Demon, Vengeful Spirit	4 (1,100 XP)
Bouda, Dinosaur (Ngobou), Hulking Whelp, Quicksilver Siege Orb, Rift Swine	5 (1,800 XP)
Death Butterfly Swarm (Greater), Gnarljak, Redcap, Rotting Wind	6 (2,300 XP)

Dissimortuum, Ghost Knight, Ogre (Corrupted Chieftain)	7 (2,900 XP)
Ala, Blemmyes	8 (3,900 XP)
Demon (Rubezahl)	10 (5,900 XP)
Naina	11 (7,200 XP)
Devil (Chort)	12 (8,400 XP)
Haugbui	13 (10,000 XP)
Cambium	14 (11,500 XP)

FOREST

Creature	CR (XP)
Cikavak, Stryx	1/8 (25 XP)
Dipsa, Erina, Garroter Crab, Lemurfolk, Spider (Red-Banded Line), Suturefly	1/4 (50 XP)
Alseid, Burrowling, Nkosi	1/2 (100 XP)
Child of the Briar, Drake (Crimson), Erina (Defender), Gerridae, Leshy, Moss Lurker, Snake (Zanskaran Viper), Wampus Cat	1 (200 XP)
Alseid Grovekeeper, Ant (Giant), Behtu, Eel Hound, Myling, Shadhavar, Shellycoat, Vine Lord (Tendril Puppet)	2 (450 XP)
Amphiptere, Bagiennik, Bearfolk, Citrullus, Dryad (Duskthorn), Elvish Veteran Archer, Far Darrig, Jaculus, Kot Bayun, Lemurfolk (Greyfur), Millitaur, Pombero, Spider (J'Ba Fofi), Swarm of Prismatic Beetles, Swarm of Sluaghs	3 (700 XP)
Arboreal Grappler, Bandit Lord, Death Butterfly Swarm, Firebird, Forest Marauder, Giant (Flab), Nkosi Pridelord, Sap Demon, Selang, Skitterhaunt	4 (1,100 XP)
Ant (Giant Queen), Aridni, Asanbosam, Devil (Spawn of Arbeyach), Dinosaur (Ngobou), Dinosaur (Spinosaurus Young), Elf (Shadow Fey Forest Hunter), Harpy (Owl), Hound of the Night, Hulking Whelp, Lorelei, Ooze (Corrupting), Ravenala, Rift Swine, Vila, Zmey (Headling)	5 (1,800 XP)
Death Butterfly Swarm (Greater), Demon (Apau Perape), Gnarljak, Hag (Mirror), Kongamato, Loxoda, Nichny, Nightgarm, Redcap, Treant (Weeping), White Ape	6 (2,300 XP)

Chelicerae, Drake (Elder Shadow), Hag (Red), Ogre (Corrupted Chieftain), Troll (Lake)	7 (2,900 XP)
Ala, Blemmyes, Devil (Lunar), Feyward Tree, Savager	8 (3,900 XP)
Bukavac, Skeleton (Vine Troll), Vine Lord	9 (5,000 XP)
Abominable Beauty, Demon (Berstuc), Dullahan, Ychen Bannog	11 (7,200 XP)
Annelidast, Fey Lords and Ladies (Bear King), Mavka, Titanoboa	12 (8,400 XP)
Dinosaur (Spinosaurus)	13 (10,000 XP)
Zmey	15 (13,000 XP)
Fey Lords and Ladies (River King)	16 (15,000 XP)
Elemental Locus, Fey Lords and Ladies (Queen of Witches)	17 (18,000 XP)
Fey Lords and Ladies (Lord of the Hunt)	18 (20,000 XP)
Demon Lord (Mechuiti)	27 (105,000 XP)

GRASSLAND

Creature	CR (XP)
Erina, Gremlin (Azza)	1/4 (50 XP)
Nkosi, War Ostrich	1/2 (100 XP)
Dragon (Wind Wyrmling), Erina (Defender), Glass Gator, Snake (Zanskaran Viper)	1 (200 XP)
Dinosaur (Mbielu), Gnoll (Havoc Runner), Goat-Man	3 (700 XP)
Bandit Lord, Edimmu, Nkosi Pridelord, Tusked Skyfish	4 (1,100 XP)
Dinosaur (Ngobou), Rift Swine, Subek, Zimwi	5 (1,800 XP)
Dragon (Wind Young), Gbahali, Loxoda, Mamura, White Ape	6 (2,300 XP)
Caustic Charger, Spark, Spider (Sand)	7 (2,900 XP)
Ychen Bannog	11 (7,200 XP)
Annelidast	12 (8,400 XP)
Slow Storm	15 (13,000 XP)
Dragon (Wind Adult)	16 (15,000 XP)
Elemental Locus	17 (18,000 XP)
Dragon (Wind Ancient)	21 (33,000 XP)

HILLS

Creature	CR (XP)
Folk of Leng	2 (450 XP)
Amphiptere, Bagiennik, Bearfolk, Citrullus	3 (700 XP)
Mngwa	4 (1,100 XP)
Asanbosam, Devil (Spawn of Arbeyach), Harpy (Owl), Likho	5 (1,800 XP)
White Ape	6 (2,300 XP)
Blemmyes	8 (3,900 XP)
Bone Swarm, Sathaq Worm	10 (5,900 XP)
Annelidast	12 (8,400 XP)
Haugbui	13 (10,000 XP)
Slow Storm	15 (13,000 XP)
Elemental Locus	17 (18,000 XP)

MOUNTAINS

Creature	CR (XP)
Skin Bat	1/2 (100 XP)
Dragon (Mithral Wyrmling), Dragon (Wind Wyrmling)	1 (200 XP)
Dragon (Flame Wyrmling), Eala, Folk of Leng	2 (450 XP)
Bearfolk, Giant (Thursir)	3 (700 XP)
Bereginyas, Drake (Ash)	4 (1,100 XP)
Dragon (Wind Young)	6 (2,300 XP)
Dragon (Mithral Young)	7 (2,900 XP)
Dragon (Flame Young), Mallqui	8 (3,900 XP)
Bone Swarm, Sathaq Worm	10 (5,900 XP)
Annelidast	12 (8,400 XP)
Stuhac	13 (10,000 XP)
Dragon (Flame Adult), Dragon (Wind Adult), Fey Lords and Ladies (Snow Queen)	16 (15,000 XP)
Elemental Locus, Fey Lords and Ladies (Queen of Witches)	17 (18,000 XP)
Dragon (Mithral Adult)	18 (20,000 XP)
Giant (Hraesvelgr)	19 (22,000 XP)
Dragon (Wind Ancient)	21 (33,000 XP)
Dragon (Mithral Ancient)	22 (41,000 XP)
Dragon (Flame Ancient)	23 (50,000 XP)

PLANAR

Creature	CR (XP)
Stryx	1/8 (25 XP)
Eonic Drifter	1 (200 XP)
Devil (Ink), Dragon (Void Wyrmling), Eala, Firegeist, Folk of Leng, Shadhavar, Uraeus, Vile Barber	2 (450 XP)
Monolith Footman, Strife	3 (700 XP)
Dorreq, Lich Hound, Ratatosk, Volguloth	4 (1,100 XP)
Angel (Fidele), Clockwork Abomination, Hound of the Night, Mi-Go, Sandman, Temple Dog	5 (1,800 XP)
Demon (Apau Perape), Devil (Salt), Fate Eater, Malphas	6 (2,300 XP)
Deathwisp, Demon (Psoglav), Devil (Gilded), Einherjar, Shadow Beast, Soul Eater, Spark, Spider of Leng, Swarm of Fire Dancesr, Vampire (Umbral)	7 (2,900 XP)
Angel (Chained), Chronalmental, Demon (Kishi), Monolith Champion	8 (3,900 XP)
Arx , Demon (Malakbel), Dragon (Void Young), Eater of Dust, Xhkarsh	9 (5,000 XP)
Algorith, Devil (Automata), Fear Smith, Liosalfar, Planewatcher	10 (5,900 XP)
Buraq, Demon (Berstuc), Devil (Koralk), Valkyrie, Voidling	11 (7,200 XP)
Demon Lord (Akyishigal), Devil (Chort), Fey Lords and Ladies (Bear King), Gug, Skein Witch	12 (8,400 XP)
Mask Wight	13 (10,000 XP)
Devil (Orobas)	14 (11,500 XP)
Devil (Arch-Devil Ia'Affrat), Drake (Star), Star-Spawn of Cthulhu	15 (13,000 XP)
Dragon (Void Adult), Fey Lords and Ladies (River King), Fey Lords and Ladies (Snow Queen)	16 (15,000 XP)
Fey Lords and Ladies (Moonlit King),Fey Lords and Ladies (Queen of Witches)	17 (18,000 XP)
Fey Lords and Ladies (Lord of the Hunt)	18 (20,000 XP)

Shoggoth	19 (22,000 XP)
Fey Lords and Ladies (Queen of Night and Magic)	21 (33,000 XP)
Demon Lord (Qorgeth)	23 (50,000 XP)
Dragon (Void Ancient)	24 (62,000 XP)
Demon Lord (Mechuiti)	27 (105,000 XP

SWAMP

Creature	CR (XP)
Snake (Swamp Adder)	1/4 (50 XP)
Miremal	1/2 (100 XP)
Boloti, Wampus Cat	1 (200 XP)
Putrid Haunt, Shellycoat	2 (450 XP)
Bagiennik	3 (700 XP)
Serpopard	4 (1,100 XP)
Ooze (Corrupting), Vapor Lynx, Zmey (Headling)	5 (1,800 XP)
Zmey	15 (13,000 XP)

UNDERGROUND

Creature	CR (XP)
Mimic (Map)	1/4 (50 XP)
Bucca, Ghoul (Beggar), Skin Bat, Tosculi (Drone)	1/2 (100 XP)
Aboleth (Nihilethic Zombie), Chernomoi, Dogmole, Moss Lurker	1 (200 XP)
Ant (Giant), Cobbleswarm, Dragon (Cave Wyrmling), Dragon (Flame Wyrmling), Kobold (Alchemist), Kobold (Trapsmith)	2 (450 XP)
Ghoul (Darakhul), Giant (Thursir), Mindrot Thrall, Scorpion (Night), Scorpion (Stygian Fat-Tailed), Tosculi (Warrior)	3 (700 XP)
Angler Worm, Carrion Beetle, Cavelight Moss, Derro (Fetal Savant), Firebird, Ghoul (Imperial), Myconid (Deathcap), Skitterhaunt	4 (1,100 XP)
Aboleth (Nihilethic Dominator), Ant (Giant Queen), Derro (Shadow Antipaladin), Dogmole Juggernaut, Ghoul (Iron), Kobold (Chieftain), Sarcophagus Slime, Tosculi (Elite Bow Raider), Ushabti (Corrupted)	5 (1,800 XP)
Devil (Crystalline), Scheznyki	6 (2,300 XP)
Drake (Elder Shadow), Hag (Red)	7 (2,900 XP)
Dragon (Flame Young), Ushabti	8 (3,900 XP)
Dragon (Cave Young), Drake (Deep), Horakh, Spider (Ghostwalk)	9 (5,000 XP)
Sathaq Worm	10 (5,900 XP)
Annelidast, Ghoul (Bonepowder), Golem (Hoard), Gug, Tosculi (Hive Queen)	12 (8,400 XP)
Aboleth, Nihileth	13 (10,000 XP)
Sphinx (Gypsosphinx), Ushabti (Royal Guard)	14 (11,500 XP)
Dragon (Flame Adult)	16 (15,000 XP)
Urochar	17 (18,000 XP)
Dragon (Cave Adult)	19 (22,000 XP)
Demon Lord (Camazotz)	22 (41,000 XP)
Dragon (Flame Ancient)	23 (50,000 XP)
Dragon (Cave Ancient)	25 (75,000 XP)

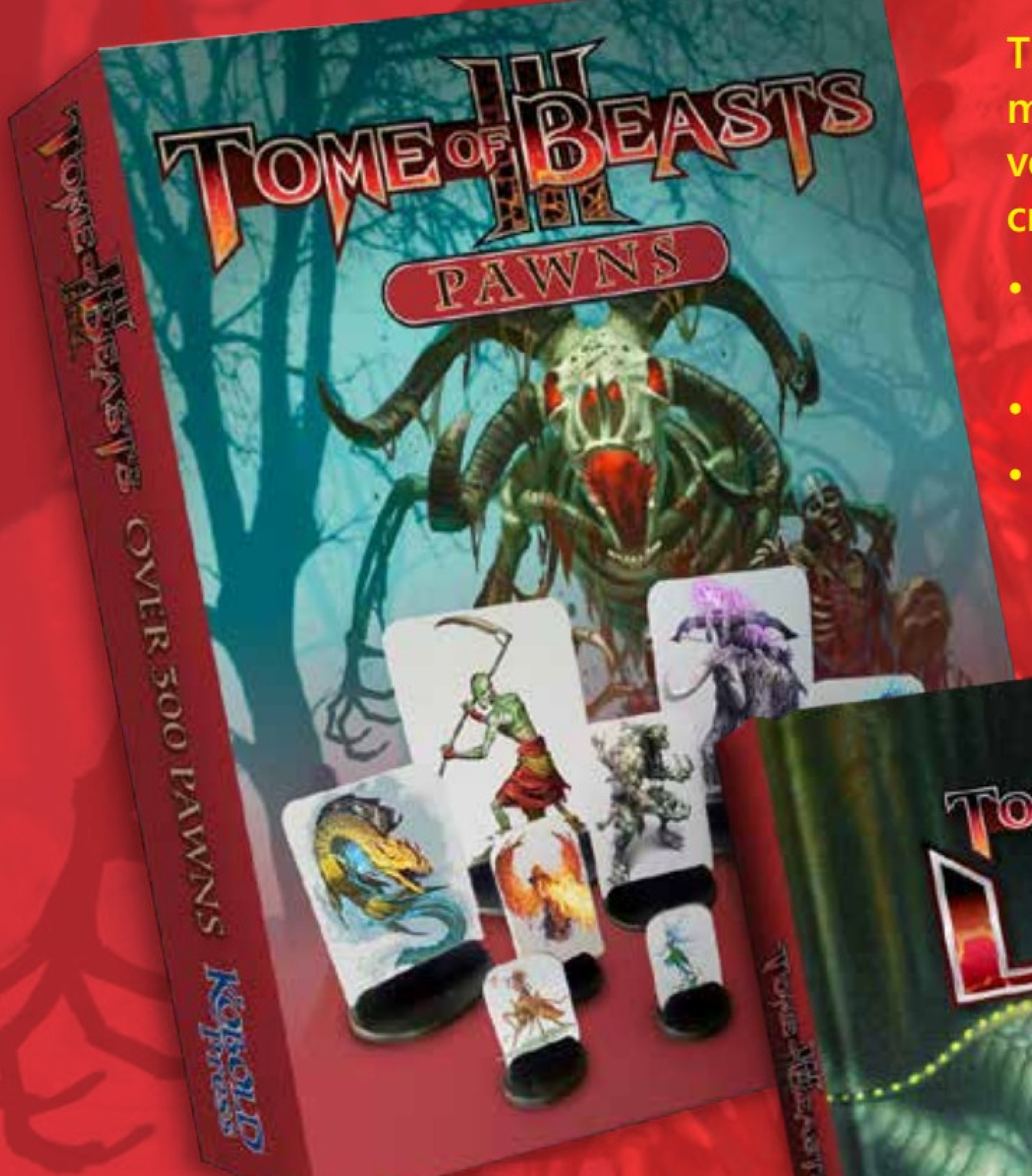
UNDERWATER

Creature	CR (XP)
Wharfling	1/8 (25 XP)
Garroter Crab	1/4 (50 XP)
Morphoi	1/2 (100 XP)
Aboleth (Nihilethic Zombie), Gerridae, Glass Gator, Skeleton (Sharkjaw)	1 (200 XP)
Deep One, Eel Hound, Shellycoat	2 (450 XP)
Dinosaur (Mbielu), Dragon (Sea Wyrmling), Mahoru, Wharfling (Swarm)	3 (700 XP)
Deep One Priest, Water Leaper	4 (1,100 XP)
Aboleth (Nihilethic Dominator), Dinosaur (Spinosaurus Young), Drowned Maiden, Lorelei	5 (1,800 XP)
Lindwurm	6 (2,300 XP)
Drake (Coral), Troll (Lake)	7 (2,900 XP)
Deep One Archimandrite	8 (3,900 XP)
Bukavac, Dragon (Sea Young)	9 (5,000 XP)
Dragon Eel	12 (8,400 XP)
Aboleth (Nihileth), Dinosaur (Spinosaurus)	13 (10,000 XP)
Isonade, Krake Spawn	14 (11,500 XP)
Dragon (Sea Adult)	18 (20,000 XP)
Dragon (Sea Ancient)	23 (50,000 XP)

URBAN

Creature	CR (XP)
Clurichaun, Elf (Shadow Fey), Kalke, Living Wick, Mimic (Map), Ramag, Ratfolk, Roachling Skirmisher, Spider (Red-Banded Line), Treacle	1/4 (50 XP)
Clockwork Beetle, Clockwork Watchman, Dragonette (Lantern), Empty Cloak, Ghoul (Beggar), Gremlin (Rum), Library Automaton, Scorpion Cultist, Xanka	1/2 (100 XP)
Bastet Temple Cat, Broodiken, Clockwork Weaving Spider, Drake (Alehouse), Emerald Eye, Ratfolk Rogue	1 (200 XP)
Clockwork Hound, Cobbleswarm, Doppelrat, Drake (Paper), Kobold (Alchemist), Kobold (Trapsmith), Roachling Lord, Spider Thief, Vile Barber	2 (450 XP)
Bearfolk, Clockwork Beetle Swarm, Clockwork Huntsman, Ghoul (Darakhul), Monolith Footman, Spire Walker, Strife, Wolf Reaver Dwarf	3 (700 XP)
Bandit Lord, City Watch Captain, Death Butterfly Swarm, Domovoi, Drake (Ash), Elf (Shadow Fey Guardian), Oculo Swarm, Vengeful Spirit	4 (1,100 XP)
Black Knight Commander, Bouda, Demon (Spawn of Akyishigal), Dream Eater, Fellforged, Kikimora, Kobold (Chieftain), Ooze (Corrupting), Quicksilver Siege Orb, Rat King, Sarcophagus Slime, Temple Dog, Ushabti (Corrupted)	5 (1,800 XP)
Clockwork Myrmidon, Death Butterfly Swarm (Greater), Devil (Crystalline), Elf (Shadow Fey Duelist), Gearforged Templar, Gnarljak, Hag (Mirror), Malphas, Rotting Wind, Scheznyki, Spectral Guardian	6 (2,300 XP)
Devil (Gilded), Dissimortuum, Dwarven Ringmage, Elf (Shadow Fey Enchantress), Ghost Knight, Possessed Pillar, Vampire (Umbral)	7 (2,900 XP)
Bone Collective, Demon (Kishi), Drake (Rust), Emerald Order Cult Leader, Idolic Deity, Monolith Champion, Spectral Guardian (Arcane), Tophet, Ushabti	8 (3,900 XP)
Demon (Malakbel), Devilbound Gnome	9 (5,000 XP)
Bone Swarm, Demon (Rubezahl), Fear Smith	10 (5,900 XP)
Corpse Mound, Golem (Eye), Hag (Blood), Naina	11 (7,200 XP)
Annelidast, Demon Lord (Akyishigal), Devil (Chort), Golem (Hoard)	12 (8,400 XP)
Golem, Steam	13 (10,000 XP)
Cambium, Golem (Smaragdine), Sphinx (Gypsosphinx), Ushabti (Royal Guard)	14 (11,500 XP)
Devil (Arch-Devil Ia'Affrat), Vampire (Pact)	15 (13,000 XP)
Fey Lords and Ladies (Moonlit King)	17 (18,000 XP)
Fey Lords and Ladies (Queen of Night and Magic)	21 (33,000 XP)

LEVEL UP YOUR MONSTERS



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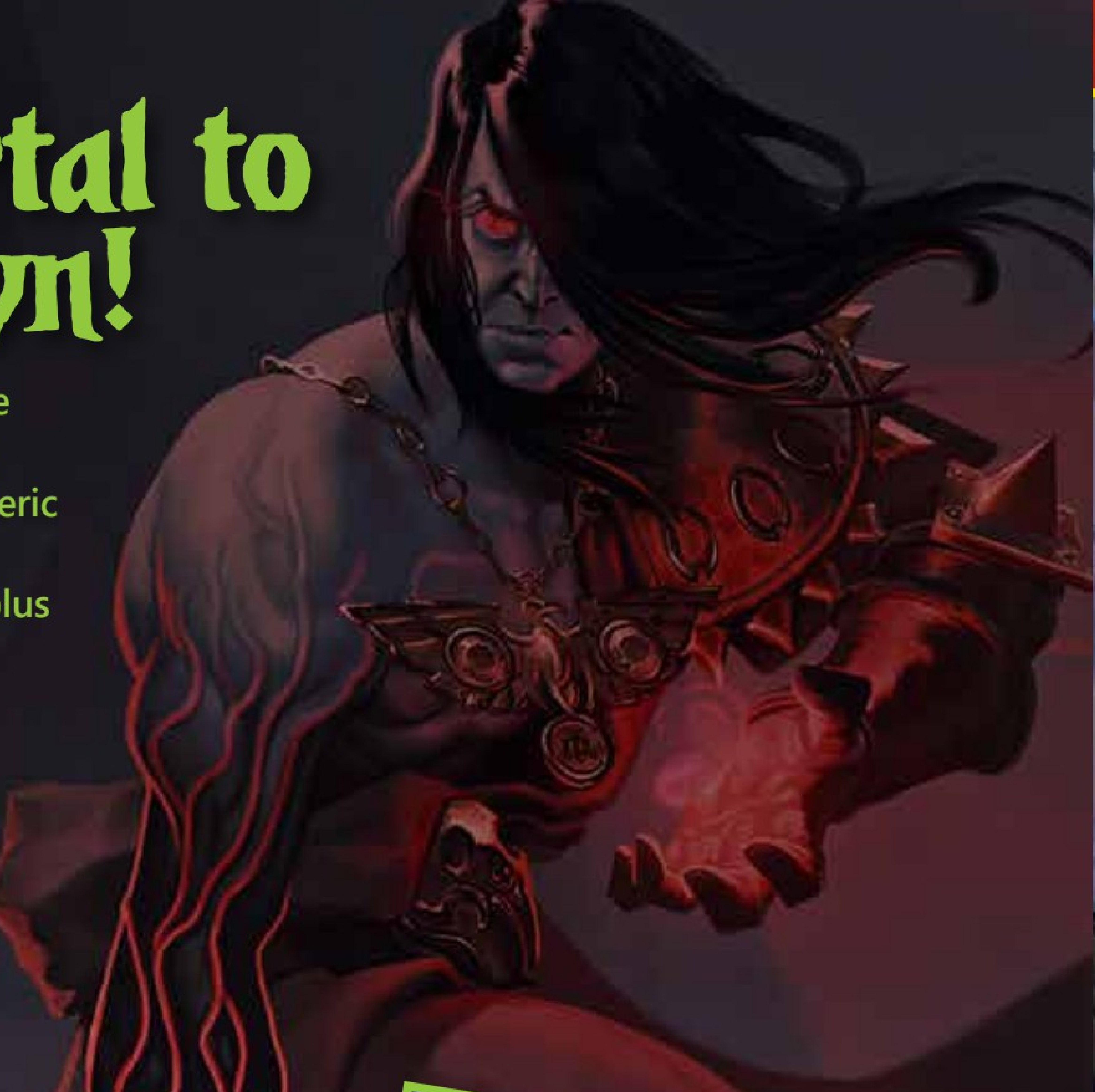

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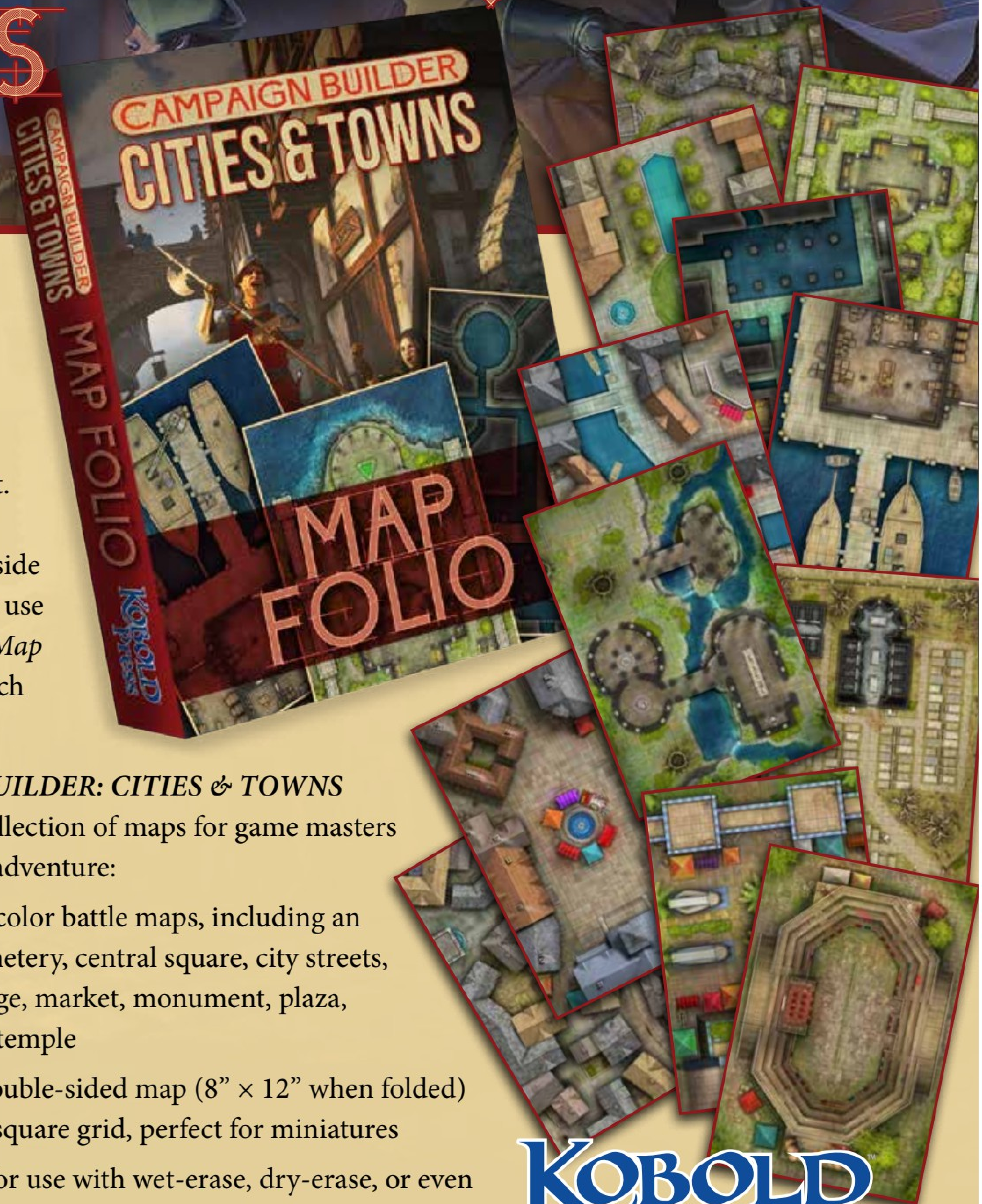

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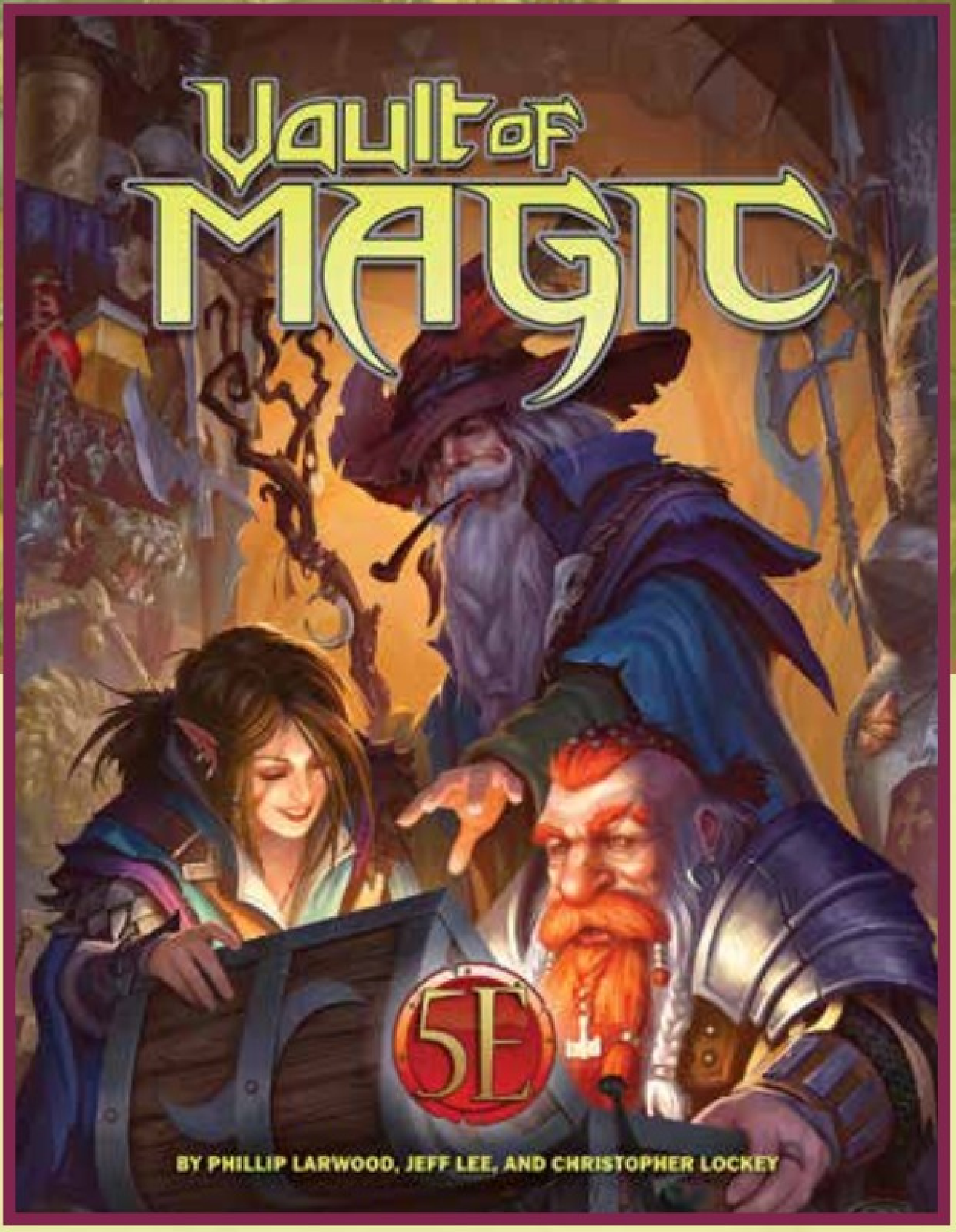

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